



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

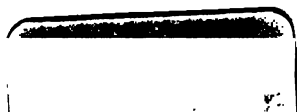
About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>



Rev. 354 / 2 e. 82
10

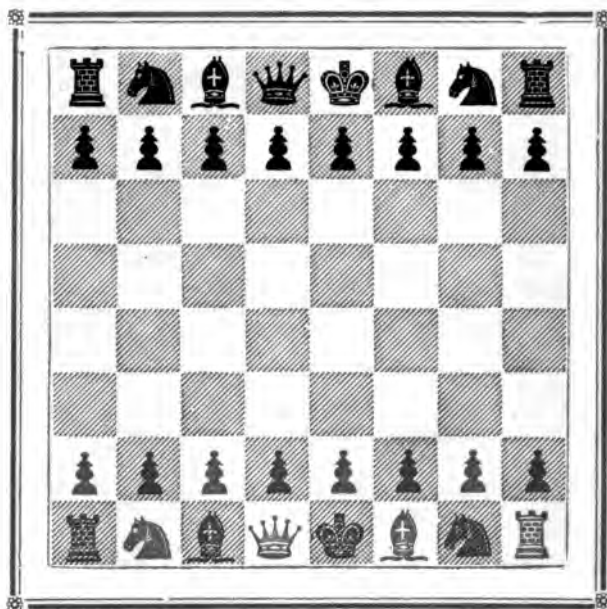
Rev. 38472 e. 82
10





THE
Chess Player's Chronicle.

VOL. X.



LONDON :
HURST & CO., 27 KING WILLIAM STREET, CHARING CROSS
(OFFICE OF THE UNITED SERVICE MAGAZINE).

MDCCCXLIX.

Myers and Co., Printers, 37 King St., Covent Garden



THE
CHESS PLAYER'S CHRONICLE

For 1849.

CONTAINING UPWARDS OF
THREE HUNDRED AND FIFTY
GAMES AND PROBLEMS

BY THE MOST EMINENT PLAYERS.

EDITED BY
HOWARD STAUNTON, Esq.,
AUTHOR OF THE "CHESS-PLAYER'S HAND-BOOK AND COMPANION."

LONDON:
C. SKEET & CO., 27, KING WILLIAM STREET, CHARING CROSS.
(OFFICE OF THE UNITED SERVICE MAGAZINE.)
MDCCCXLIX.

MYERS AND CO., PRINTERS,
37 KING STREET, COVENT GARDEN.

INDEX.

TO THE VOLUME FOR 1849.

GAMES BY THE FOLLOWING PLAYERS.

Barnes, Major, and Silas Angas	340
Blunden, Sir J. and Col. Nesbitt	165
——— and Finch, Mr.	306
Bird and G. Medley	71, 73, 76, 177, 211, 216
——— and Lowe	174
——— and C. J. Smith	227, 327, 328, 329
——— and Williams	262
——— and Kepping	268
Bodens and Newham	238, 240
Brien and Ranken, Messrs.	33
Buckle and Kieseritzki, Messrs.	184, 186
——— and Smith, Messrs.	67, 68
——— and Williams, Messrs.	113, 115
——— and G. Medley	143, 145, 228, 230
Burn, Major, and Blackett, Esq.	337
Chess by correspondence—	
Between Leipsic and Magdebourg	181
" Cambridge and Wisbeach Clubs	182
" London and Amsterdam	183, 348
Consultation Games	23
Deacon and Baron Kemiouille	315
Der Laza and Hanstein	1, 2
Evans, Capt. and H. Wilson	161, 270
Finch and John Medley, Messrs.	84, 85, 87
——— and Sir J. Blunden	306
Flower and Williams, Messrs	81, 83
Garner and Delta	297
Gordon and Dr. Robertson against Harrwitz	195, 196
Greville, B. and C. B. Talbot, Esq. M.P.	173
Hanstein and Von der Laza	1, 2
Hannah and Harrwitz	225

Hampton and Harwitz		264, 264
Harwitz and Horwitz, Messrs.	90, 91, 97 to 111, 134 to 139, 167, 168	
— and Members of London Chess Club		152, 354
— and Tayleure		155
— and Lieut.-Col. Nesbitt		171
— and Captain Kennedy		176
— and Stirling		193, 290
— and Hodge		194
— and Mr. Gordon and Dr. Robertson		195, 196
— and Mongredien	198, 201, 323, 324	
— and Mayerhoffer		338
— and Spreckley	202, 205, 235, 237, 342, 343	
— and Major Burn and Blackett		337
— and Woodward and Inman		206
— and G. Medley		311, 312
— and Scholefield and Brown		208
— and Hughes		326
— and Hannah		225
— and Mc G—		298
— and Schawbe	231, 232	
— and Meikle and Halket		295
— and Hampton		264, 266
— and Slous		321
— and Herr N.		267
— and Robson and P. Humble		335
— and Tilghman and Knott		291
— and Paterson and Greenhill		293
Hodge and Harwitz		194
Horwitz and Harwitz Messrs.	90, 91, 97, 99, 102, 103, 105, 106, 109	
	110, 111, 134 to 139, 167, 168,	
Hughes, Messrs. and Harwitz		326
Hunter and A. Nelson		275
Kennedy, Capt and Mr. Lowe	4, 5, 8, 9, 11, 13, 42, 43, 45, 47,	
	129, 130, 132, 133	
— and Mr. Staunton	36, 37, 38, 39, 154	
— and Harwitz		176
— and Reading Chess Club		260
— and Dr. C. and W. Hodges		272
Kemionulle (Baron) and F. Deacon, Esq.		315
Kenrick and Harwitz		353
Kepping and H. Bird		268
Kieseritzkij and Buckle, Messrs.		184, 186
Laroche, Dr. and M. Saborio		257
— M. Warnet		258
Lewis and G. Walker		269
Lowe, Mr. and Capt. Kennedy	4, 5, 8, 9, 11, 13, 42, 43, 45, 47,	
	129, 130, 132, 133	
— and Simons		70
— and G. Medley	117, 119, 120, 123	
Mayerhoffer and Harwitz Herrein		338
Medley, John and Finch, Messrs		84, 85, 87
— and Tuckett		140, 141
— and G. Medley		147, 149

Medley, G. W. and Perigal	15, 17, 19, 21, 150, 151
----- and Buckle	179, 218, 230
----- and Bird	143, 145, 228, 230
----- and Lowe	71, 73, 76, 177, 211, 216
----- and Harrwitz	117, 119, 120, 123
----- and Staunton	311, 312
Meikle and Halket against Harrwitz	330, 332, 333
Mongredien and Harrwitz	295
----- and Spreckley	198, 201, 323 324
----- and Perigal	278
	299
Nelson, A. and Hunter	275
Nesbitt, Colonel and Sir John Blunden	165
----- and Harrwitz	171
----- and Harry Wilson	308
Newham and Angas, Messrs.	35
----- and S. Boden	238, 240
Paterson and Greenhill, Messrs. against Harrwitz	293
Perigal, G. and G. Medley	15, 17, 19, 21 150, 151, 179, 218, 220
----- and Roscoe Club	273
----- and Mongredien	299
----- and Spreckley	302, 303, 304, 307
Ranken, Messrs. and Brien	33
Robson and Humble against Herr Harrwitz	335
Sabario and De Laroche	257
Silas Angas, and Shepherd, against Robson and Humble	276
----- and Major Barnes	340
Slous, Mr., and Herr Harrwitz	321
Schawbe and Harrwitz	231, 23
Scholfield and Brown against Harrwitz	208
Smith, C. J. and Buckle, Messrs.	67, 68
----- and Bird	227, 327, 328, 329
Simons and Lowe, Messrs.	70
Spreckley and Perigal	302, 303, 304, 307
Spreckley and Members of Roscoe Club	162, 164
----- and Harrwitz	202, 205, 235, 237, 342, 343
----- and Mongredien	278
Staunton, Mr. and Captain Kennedy	36, 37, 38, 39, 154
----- and G. Medley	330, 332, 333
----- and Medley	354, 357, 358, 360
Stirling and Harrwitz	193, 290
Tayleure and Harrwitz	155
Talbot, C. B. M. P. and B. Greville	173
Tilghman and Knott against Harrwitz	290
----- and Harrwitz	345
Tuckett and Wise, Messrs.	77, 78
----- and John Medley	140, 141
Warnet and De Laroche	258

King's Pawn one Opening	45, 67, 76, 81, 85, 87, 90, 97, 106, 110, 111, 113, 114, 129, 132, 134, 137, 140, 143, 149, 153, 167, 168, 183, 186, 206, 214, 215, 216, 262, 329, 334, 342
Allgaier Gambit	1, 2, 173, 195, 257, 273, 279, 341
Lopez Gambit	154

MISCELLANEOUS.

Annual Dinner of the Liverpool Chess Club	92
Blindfold Chess, Mr. Harrwitz in the North	289
Calvi's Lessons, Salvio Gambit	26
Concluded	57
Captain Evan's Gambit Analysed by Waller	49
Chess Intelligence	156, 253, 284, 349, 367
Tournament at Paris	188
from an article in the Quarterly Review	211
in the North, New Chess Club	30
Tournament at Rics Divan	35
Major C. F. Jaenisch on the Knight's Game of Ray Lopez	361
Obituary	253, 349
Oriental Chess; the Grand Turk at Brighton	250
Phrenological Remarks on Mr. Harrwitz	317
Review of Frank Stone's new Pictures. "The Impending Mate," and "Mated,"	25
"Chess Euclid"	253
Variation on the King's Knight's opening.	282



THE

CHESS PLAYER'S CHRONICLE.

CHESS IN GERMANY.

Allgaier Gambit.

The present games played in 1841-42 are extracted from our able contemporary the *Berlin Schachzeitung*.

White. (V. D. LAZA.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. P. to K. Kt. third
9. K. Kt. to Q. third
10. Q. B. to K. B. fourth
11. K. Kt. to K. B. second
12. P. to Q. B. third
13. Q. to Q. B. second
14. Q. B. to K. third
15. P. takes Kt.
16. Q. Kt. to Q. second
17. Q. Kt. takes K. B. P.
18. Q. B. takes P.
19. Q. takes B.
20. Castles on Q.'s side

VOL. X.

Black. (MR. HANSTEIN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. R. to K. R. second
7. P. to K. B. sixth.
8. P. to Q. third
9. K. B. to K. second
10. Q. Kt. to B. third
11. K. B. to his third
12. K. Kt. to K. second
13. K. Kt. to his third
14. K. Kt. takes K. R. P. (a)
15. K. B. takes P.
16. P. to K. Kt. sixth
17. P. takes K. Kt. (check)
18. B. takes B. (check)
19. Q. B. to K. Kt. fifth
20. Q. to K. B. third

B

White. (V. D. LAZA.)

21. Q. R. to K. B. square
22. Q. to K. third (*c*)
23. Q. takes Q.
24. Kt. to K. R. second (*d*)
25. P. to Q. fifth
26. P. takes B.
27. Q. R. takes P. (check)
28. Q. R. takes P.
29. Kt. to K. B. third
30. Kt. to Q. fourth
31. R. to K. B. square (check)
32. Kt. to K. B. fifth

Black. (MR. HANSTEIN.)

21. K. to K. second (*b*)
22. Q. to K. R. third
23. R. takes Q.
24. B. to K. third
25. Kt. to K. fourth
26. Kt. takes B.
27. K. takes P.
28. P. to Q. Kt. fourth
29. K. to B. third
30. P. to Q. R. third
31. K. to Kt. third

And wins.

Notes.

- (*a*) A tempting sacrifice, but not a prudent one.
 (*b*) Q. takes Kt. appears a better move.
 (*c*) Threatening the advance of his K. P., or to play the Kt. to Kt. fifth.
 (*d*) This is the winning move.

**BETWEEN THE SAME OPPONENTS.**

The seven first moves on each side are the same as in the preceding game.

White. (V. D. LAZA.)

8. P. to K. Kt. third
9. Kt. takes Kt. (*a*)
10. Q. B. to K. third (*b*)
11. K. B. to Q. third
12. B. takes B.
13. Castles
14. Q. Kt. to Q. second
15. K. to R. second
16. Kt. to Q. B. fourth
17. P. to K. fifth
18. Q. R. to Kt. square
19. Q. to her second
20. Q. to K. Kt. fifth

Black. (MR. HANSTEIN.)

8. Q. Kt. to B. third
9. Q. P. takes Kt.
10. Q. to K. second
11. K. B. to R. third
12. R. takes B.
13. Q. to her Kt. fifth
14. Q. takes Q. P. (check)
15. Q. takes Q. Kt. P. (*c*)
16. Q. to K. B. third
17. Q. to K. second
18. Q. to her B. fourth
19. P. to Q. Kt. third
20. Q. to K. B. square

<i>White.</i> (V. D. LAZA.)	<i>Black.</i> (Mr. HANSTEIN.)
21. Q. R. to Q. square	21. Kt. to K. second
22. B. to K. fourth	22. B. to K. third
23. Kt. to Q. sixth (check)	23. P. takes Kt.
24. Q. R. takes P. (<i>d</i>)	24. Q. R. to Q. B. square
25. K. R. to Q. square	25. P. to K. B. third
26. P. takes P.	26. Q. takes P.
27. Q. to K. third	27. K. to B. second
28. B. to Q. third	28. Kt. to Q. fourth
29. Q. to K. fourth	29. K. to K. second
30. R. takes B. (check)	30. Q. takes R.
31. Q. to her fourth	31. K. to B. second
32. P. to Q. B. fourth	32. Q. to K. sixth

And wins.

Notes.

(a) Instead of this move he may play Kt. to K. Kt. sixth, in which case the following variation is probable—

9. Kt. to Kt. sixth	9. K. B. to Kt. second
10. Q. B. to K. Kt. fifth	10. K. B. to his third
11. Q. to Q. second	11. B. takes B.
12. P. takes B.	12. P. takes Kt.
13. B. takes Kt.	13. R. to K. Kt. second, &c.

(b) If to K. B. fourth, Black's reply might still be Q. to K. second.

(c) Black subjects himself to a good deal of unnecessary trouble by this valueless capture.

(d) It strikes us White might have gained a piece in return for his Kt., and have had a good attack by taking P. with P.

CHESS IN THE METROPOLIS.

MATCH BETWEEN CAPTAIN KENNEDY AND MR. LOWE.



Through the politeness of Captain Kennedy, we are enabled to present the whole of the games in this contest, which have been played up to the time of these pages going to press.

GAME THE FIRST.

White. (Capt. K).

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. B. to Q. Kt. third
6. Castles
7. Q. to K. second
8. P. to Q. B. third
9. B. to Q. B. second (*b*)
10. Q. Kt. takes P.
11. B. to Q. third
12. Q. takes B.
13. Q. B. to K. Kt. fifth
14. Q. to K. third
15. K. R. to Q. square
16. Q. takes Q.
17. B. takes K. Kt.
18. R. takes Q. P.
19. Q. R. to Q. square
20. R. takes R. (check) (*c*)
21. Kt. takes Kt.
22. K. to B. square
23. R. to Q. third
24. P. takes B.
25. P. to K. B. third
26. K. to K. square
27. K. to Q. square
28. R. to Q. second
29. R. to Q. B. second
30. K. to Q. B. square

Black. (Mr. L.)

1. P. to Q. B. fourth
2. P. takes P.
3. P. to K. fourth
4. Q. to Q. B. second
5. B. to K. second (*a*)
6. K. Kt. to B. third
7. Castles
8. P. to Q. Kt. third
9. P. takes P.
10. Q. B. to R. third
11. B. takes B.
12. P. to Q. R. third
13. Q. to Q. third
14. Q. Kt. to B. third
15. Q. to Q. B. fourth
16. B. takes Q.
17. P. takes B.
18. K. R. to Q. square
19. Kt. to Q. fifth
20. R. takes R.
21. B. takes Kt.
22. R. to Q. B. square
23. B. takes Kt.
24. P. to Q. Kt. fourth
25. R. to Q. B. fifth
26. K. to B. square
27. R. to Q. R. fifth
28. R. to Q. B. fifth
29. K. to K. second
30. K. to Q. third

White. (Capt. K.)

31. R. to Q. second (check)
32. K. to Q. Kt. second
33. P. takes P.
34. K. to B. third
35. K. to B. second
36. K. to Kt. second
37. P. to K. R. third
38. K. to B. third
39. K. to Kt. fourth
40. R. to Q. sixth (check)
41. R. takes B. P.
42. R. takes P. (check)
43. R. to B. sixth (check)
44. P. to Q. R. fourth
45. P. to K. R. fourth
46. R. to K. B. fifth
47. R. takes K. P.
48. R. takes K. R. P.
49. K. to Q. R. fifth
50. R. to K. fifth

Black. (Mr. L.)

31. K. to Q. B. third
32. P. to Q. Kt. fifth
33. R. takes P. (check)
34. R. to Q. Kt. eighth
35. R. to Q. R. eighth (d)
36. R. to K. R. eighth
37. P. to K. R. fourth
38. R. to K. Kt. eighth
39. K. to Kt. third
40. K. to Kt. second
41. R. takes P.
42. Kt. to Kt. third
43. K. to Kt. second
44. R. to K. Kt. sixth
45. R. to K. R. sixth
46. R. takes R. P.
47. R. to K. B. fifth
48. R. takes B. P.
49. R. to K. sixth

And White ultimately won the game.

Notes.

(a) We take B. to Q. Kt. fifth (check) to be a better move at this point.

(b) He would evidently have lost the "exchange" by taking the Q. P. with Pawn.

(c) Kt. to Q. fifth might also have been safely played.

(d) Lost move.



GAME THE SECOND.

Between the same players.

Black. (Mr. L.)

1. P. to K. fourth
2. K. Kt. to B. third
3. Kt. takes P.
4. Kt. to K. B. third

White. (Capt. K.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. third
4. Kt. takes P.

Black. (Mr. L.)

5. P. to Q. third (*a*)
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. K. Kt. to K. fifth
10. P. to Q. B. third
11. P. to K. B. fourth.
12. Kt. takes Kt.
13. K. to R. square
14. P. takes P.
15. Q. to Q. B. second
16. P. to Q. Kt. fourth
17. P. to K. R. third
18. Q. to K. B. second (*b*)
19. R. takes Q.
20. R. to B. square.
21. K. B. takes R.
22. Kt. to Q. R. third
23. Kt. to Q. B. second
24. P. to Q. R. fourth
25. K. B. to Q. third
26. P. takes P.
27. R. to Q. R. third
28. K. to Kt. square
29. B. takes B.
30. P. to Q. R. fifth
31. P. to K. Kt. fourth
32. Kt. takes Kt.
33. B. to K. third
34. R. takes B.
35. K. to B. square
36. R. to Q. B. third
37. R. takes Q. B. P.
38. P. to Q. R. sixth
39. R. (checks)
40. P. to Q. R. seventh
41. R. to Q. seventh
42. R. takes P.
43. K. to Kt. second
44. R. to Q. fifth
45. P. takes P.

White. (Capt. K.)

5. Kt. to K. B. third
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. P. to Q. B. fourth
10. Q. Kt. to B. third
11. Q. to Q. Kt. third
12. P. takes Kt.
13. Q. B. to K. Kt. fifth
14. K. B. takes Q. B. P.
15. K. R. to K. square
16. K. B. to Q. third
17. Q. B. to Q. second
18. Q. takes Q.
19. K. R. checks
20. R. takes R. (check)
21. Kt. to K. R. fourth
22. Kt. takes K. B. P.
23. P. to Q. R. fourth
24. Kt. to K. R. fourth
25. P. takes P.
26. K. B. to K. fourth
27. Kt. to K. Kt. sixth (check)
28. Q. B. to K. B. fourth
29. Kt. takes B.
30. P. to K. B. third
31. Kt. to Q. fifth (*c*)
32. B. takes Kt. (check)
33. B. takes B. (check)
34. K. to B. second.
35. R. to Q. Kt. square (*d*)
36. R. takes Q. Kt. P.
37. R. to Q. R. fifth
38. R. to Q. R. seventh
39. K. to K. Kt. third
40. P. to Q. fifth
41. P. to Q. sixth
42. R. takes P.
43. P. to K. R. fourth
44. P. takes P.

And the game was ultimately drawn.

[Notes.

Notes.

(a) Why not at once play the P. to Q. fourth, instead of needlessly impeding the march of his K.'s Bishop?

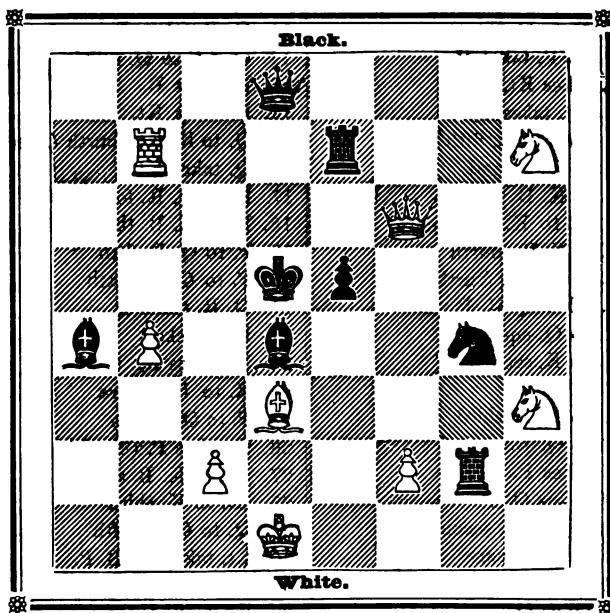
(b) This ill-considered play involves the loss of a valuable Pawn.

(c) Kt. to Kt. sixth, threatening to win a piece by playing afterwards to K. seventh (check), appears a stronger move.

(d) By this hasty move, White nullifies the advantage of his Pawn superiority. He should rather have played P. to Q. B. fourth.

PROBLEM, No. 1.

By the Rev C. S. Lock.



White to play, and Mate in five moves.



GAME THE THIRD.

Between the same players.

Black. (Mr. L.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. Kt. to B. third (a)
5. P. to K. R. third
6. P. to Q. third
7. Q. Kt. to B. third
8. Q. B. to K. third
9. P. to K. Kt. fourth
10. Castles on Q.'s side
11. K. B. to Q. Kt. third
12. Q. R. P. takes B.
13. B. takes Kt.
14. K. Kt. takes B.
15. Kt. to Q. Kt. fifth (b)
16. Q. to Q. second
17. P. to K. B. fourth
18. Q. R. to K. Kt. square
19. P. to K. R. fourth
20. P. to Q. Kt. fourth
21. P. takes Q. R. P.
22. K. to Q. square
23. K. to K. second
24. R. takes R.
25. K. to K. B. third
26. R. to Q. B. square
27. P. takes P.
28. Q. takes Q. P.
29. Q. to Q. Kt. second
30. R. to Q. square
31. Q. to Q. fourth (c)
32. R. takes Q.
33. R. to Q. seventh
34. P. to Q. B. fourth
35. R. takes R.

White (Capt. K.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. Q. Kt. to B. third
6. P. to K. R. third
7. Castles
8. K. B. to Q. Kt. third
9. K. Kt. to R. second
10. Q. B. to K. third
11. Q. B. takes B.
12. Q. Kt. to Q. fifth
13. B. takes B.
14. P. takes Kt.
15. Q. to K. Kt. fourth (check)
16. Q. takes Kt.
17. P. to Q. R. fourth
18. P. to K. B. third
19. P. to Q. R. fifth
20. P. to Q. R. sixth
21. Q. R. takes P.
22. R. checks
23. R. takes R.
24. R. to K. square
25. P. to Q. fourth
26. P. takes P. (check)
27. Kt. to K. B. square
28. Kt. to K. third
29. Q. to Q. B. fifth
30. Kt. takes K. B. P.
31. Q. takes Q.
32. Kt. to K. third
33. K. to K. B. square (d)
34. R. to Q. square
35. Kt. takes R.

And White wins

[Notes.

Notes.

(a) It is not prudent at this point for the first player to take the K. B. P. with his Bishop, for suppose,

- | | |
|-------------------------------|--------------------|
| 4. B. takes K. B. P. (check) | 4. K. takes B. |
| 5. Q. to Q. B. fourth (check) | 5. P. to Q. fourth |
| 6. Q. takes B. | 6. Kt. takes K. P. |

With the better position.

(b) An almost inconceivable blunder in a contest like the present.

(c) Had he taken the Kt., White would have mated him in a few moves.

(d) With the view to compel an exchange of Rooks.



GAME THE FOURTH.

Between the same Opponents.

White. (Capt. K.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to. B third
4. K. B. to Q. B. fourth
5. K. Kt. takes P.
6. Kt. takes Kt.
7. Castles
8. P. takes P.
9. K. B. checks
10. B. takes B. (check)
11. Q. to K. Kt. fourth
12. B. to K. third
13. P. takes B.
14. Kt. to Q. second
15. Q. to K. Kt. third
16. P. to Q. B fourth
17. P. takes P.
18. Kt. to Q. Kt. third
19. Q. to K. B. third (c)
20. Q. to K. second (d)
21. Q. R. to Q. B. square
22. P. to K. R. third
23. Kt. to Q. fourth
24. R. takes R.

Black. (Mr. L.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to B. third
4. P. to K. third
5. K. B. to Q. B. fourth
6. Q. Kt. P. takes Kt.
7. P. to Q. fourth
8. Q. B. P. takes P.
9. Q. B. to Q. second
10. Q. takes B.
11. K. to B. square (a)
12. B. takes B. (b)
13. P. to K. B. fourth
14. Kt. to B. third
15. P. to K. R. third
16. Q. R. to Q. B. square
17. Q. takes P.
18. Kt. to K. fifth
19. Q. to K. fourth
20. K. to K. B. second
21. Kt. to K. B. third (e)
22. P. to K. Kt. fourth
23. R. takes R.
24. P. to K. Kt. fifth

White. (Capt. K.)

- 25. P. takes P.
- 26. Kt. to K. B. third
- 27. P. to K. fourth
- 28. R. to K. square (*g*)
- 29. P. takes P.
- 30. Kt. to K. R. fourth
- 31. K. to R. square
- 32. K. to R. second
- 33. K. to Kt. square
- 34. Q. to K. R. fifth (check)
- 35. R. to K. B. square (check)
- 36. Kt. to K. Kt. sixth (check) (*h*)
- 37. Kt. takes Kt.
- 38. Q. to K. Kt. fourth (check)
- 39. Kt. to K. Kt. sixth (check)
- 40. R. checks
- 41. Kt. takes P. (dis. check)
- 42. Q. to K. Kt. seventh

Black (Mr. L.)

- 25. Kt. takes P.
- 26. Q. to K. Kt. sixth (*f*)
- 27. Q. to K. B. fifth
- 28. R. to Q. square
- 29. Q. takes P.
- 30. Q. to Q. B. fourth (check)
- 31. Kt. to K. B. seventh (check)
- 32. Q. to Q. third (check)
- 33. Kt. to Q. sixth
- 34. K. to K. B. square
- 35. Kt. to K. B. fifth
- 36. K. to Kt. second
- 37. P. to K. fourth
- 38. K. to R. square
- 39. K. to R. second
- 40. K. to Kt. square
- 41. K. to R. square

Mates.

Notes.

- (*a*) P. to K. B. fourth seems less disadvantageous than this move.
 - (*b*) If P. to Q. fifth, White might have played R. to Q. square, &c.
 - (*c*) Q. to K. Kt. sixth would also have been good play.
 - (*d*) He might have played Kt. to Q. fourth, and then, if Black replied with Kt. to Q. seventh, have moved his Q. to Q. Kt. seventh without danger, we believe, although this mode of play looks hazardous.
 - (*e*) Threatening the gain of a Pawn, at least, by marching the Kt. to K. Kt. fifth next move.
 - (*f*) He declined winning the K. P. from apprehension of afterwards losing the Q. R. P,
 - (*g*) Well played.
 - (*h*) The simpler and most effective plan would have been to take the Kt. with Rook (check), and then, if the Q. took it, to check with the Kt., &c.
-



GAME THE FIFTH.

Between the same Opponents.

Black. (Mr. L.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth
4. P. to Q. B. third
5. K. B. to Q. third
6. K. Kt. to B. third
7. P. takes P.
8. Castles
9. P. to Q. R. fourth
10. Q. to her B. second
11. K. B. takes Kt.
12. B. to K. Kt. fifth
13. K. R. to K. square
14. Q. Kt. to Q. second (c)
15. K. to R. square
16. R. takes B.
17. Kt. takes Kt.
18. Kt. to K. B. third
19. Q. to Q. second
20. P. to K. R. third
21. K. to Kt. square
22. B. to K. B. fourth
23. B. takes P.
24. B. takes K. Kt. P.
25. R. to K. fifth
26. B. to K. R. sixth
27. Q. takes Q. P.
28. Q. takes Q. R. P.
29. Q. to Q. R. eighth (check)
30. Q. to Q. Kt. seventh
31. Q. takes P.
32. Q. to K. third
33. Kt. to Q. fourth
34. B. to Q. Kt. fifth
35. B. to K. B. fourth

White. (Capt. K.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Q. Kt. to B. third
5. Q. to Q. Kt. third
6. Q. B. to Q. second
7. K. B. takes P. (a)
8. P. to Q. R. fourth
9. K. Kt. to K. second
10. K. Kt. to his third
11. K. R. P. takes B.
12. K. R. to K. R. fourth (b)
13. Q. R. to Q. B. square
14. B. takes K. B. P. (check)
15. B. takes K. R.
16. Kt. to Q. fifth
17. Q. takes Kt.
18. Q. takes Q. R. P.
19. Q. to K. Kt. fifth
20. Q. to K. B. fourth (d)
21. P. to K. B. third
22. P. takes P. (e)
23. K. R. to his square
24. K. R. to Kt. square
25. Q. to K. B. second
26. Q. R. to Q. B. fifth
27. Q. R. to Q. B. third
28. P. to Q. Kt. third
29. Q. R. to B. square
30. Q. to K. second
31. Q. R. to Q. B. third
32. K. R. to his square
33. R. to Q. B. fourth
34. Q. to Q. third

And in a move or two White resigned.

[Notes.]

Notes.

(a) Already, owing to Black's want of knowledge and skill in the conduct of the opening, Captain K. has got an unquestionable advantage in position.

(b) Threatening to win the K. P. at once.

(c) An hallucination, we presume, since it costs the exchange and two Pawns, without affording even the semblance of an equivalent.

(d) White has "too much game." He is absolutely embarrassed by the choice of ways to win at his command. His best course possibly was the simple one of

21. P. takes R.

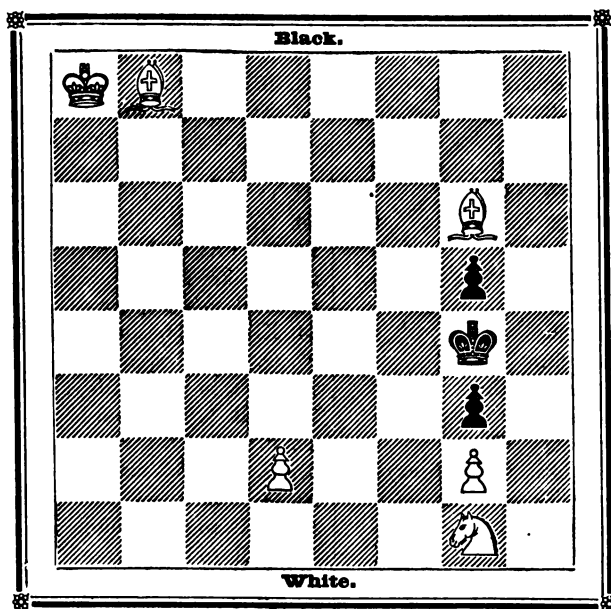
20. R. takes R. P. (check)

21. Q. takes Kt. (check), &c., &c.

(e) The commencement of a series of suicidal moves.

PROBLEM, No. 2.

By W. H. C.



White to play, and Mate in five moves.



GAME THE SIXTH.

Between the same Opponents.

White. (Capt. K.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. B. third
5. Q. P. takes P.
6. P. to K. Kt. third (c)
7. Q. Kt. to K. fourth
8. B. to Q. second
9. K. Kt. to R. third
10. Q. Kt. to K. B. second
11. Q. Kt. to Q. third
12. Q. to B. second
13. Castles
14. K. to Kt. square
15. K. Kt. to B. fourth
16. Kt. takes Kt.
17. B. takes B.
18. Q. R. to B. square
19. P. to K. third (d)
20. Q. to B. third
21. P. to K. R. fourth
22. K. B. to R. third
23. R. takes Q.
24. K. B. to Kt. second
25. K. R. to Q. square
26. K. to R. square
27. R. to Q. second
28. P. to K. fourth
29. P. takes P.
30. Q. R. takes P.
31. R. takes B.
32. P. to Q. Kt. third
33. R. takes R.
34. B. to Q. second

Black. (Mr. L.)

1. P. to Q. fourth
2. P. to Q. B. third (a)
3. K. Kt. to B. third
4. P. to K. fourth (b)
5. K. Kt. to R. fourth
6. P. to Q. fifth
7. Q. to Q. R. fourth (check)
8. Q. takes K. P.
9. P. to K. B. fourth
10. K. B. to Q. third
11. Q. to K. second
12. Q. Kt. to R. third
13. Q. B. to K. third
14. Castles on K.'s side
15. Kt. takes Kt.
16. B. takes Kt.
17. Q. R. to Q. square
18. P. to Q. Kt. fourth
19. P. to Q. sixth
20. P. takes P.
21. Q. to Q. Kt. fifth
22. Q. takes Q.
23. B. to Q. fourth
24. Kt. to Q. B. fourth
25. K. R. to B. second
26. R. to Q. Kt. second
27. R. to Q. Kt. fourth
28. P. takes P.
29. B. takes P.
30. B. takes B.
31. R. to K. square
32. R. to K. seventh
33. P. takes R.
34. Kt. to Q. sixth

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr. L.)
35. R. takes B. P.	35. R. to K. fourth
36. R. checks	36. K. to B. second
37. K. to Kt. square	37. P. to K. 8th becoming a Q. (ch.)
38. B. takes Q.	38. R. takes B. (check)
39. K. to B. second	39. R. to B. eighth (check)

And wins.

Notes.

(a) A lost move. The correct play is P. to K. third.

(b) We had charitably attributed the advance of this Pawn to a blunder, but that, dazzled apparently by its ill-deserved success, Mr. Lowe declares it to have been the result of profound analysis! Whether, however, it is regarded as an oversight, or an egregious miscalculation, the result, like many other of the same player's Chess ventures, proves that

“Our indiscretion sometimes serves us well,
When our deep plots do fail.”

(c) Here Captain Kennedy unaccountably omitted to take advantage of the opportunity afforded him. He should have played Q. B. to K. third, or perhaps better still, Q. to her fourth, threatening to win the Kt. by P. to K. Kt. fourth. In this latter case the following moves are not unlikely:—

6. Q. to her fourth	6. P. to Q. B. fourth
7. Q. takes Q. P.	7. Q. to K. R. fifth (check)
8. P. to K. Kt. third	8. Kt. takes P.
9. P. takes Kt.	9. Q. takes K. R.
10. Kt. to Q. Kt. fifth	10. Kt. to Q. R. third (best)
11. B. to K. Kt. fifth	

And White has an irresistible game.

(d) White's last few moves are feeble in the extreme. He now overlooks the fact that Black can advance his Q. P. with impunity, since, if it be taken, he gains a Piece by Kt. to Q. Kt. fifth.



Pawn and Move.

Continuation of the entertaining games in MESSRS. PERIGAL and G. MEDLEY's match, the former giving the Pawn and move.

GAME THE THIRD.

(Remove Black's K.B.P. from the board.)

White. (MR. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. Q. to K. R. fifth (check)
7. K. B. to Q. third
8. P. to Q. sixth (a)
9. K. Kt. to B. third
10. P. to K. Kt. third
11. Q. Kt. to B. third (b)
12. Castles on K. side
13. P. takes B.
14. Q. to K. R. sixth (c)
15. P. to Q. B. fourth
16. K. R. to Q. square
17. Kt. to K. square
18. Kt. to K. Kt. second
19. Kt. to K. third
20. Kt. to Q. fifth (check)
21. K. P. takes Kt.
22. K. R. to K. square
23. P. to K. R. fourth
24. Q. to K. B. fourth (d)
25. P. to K. B. third
26. Q. to K. third
27. K. to K. B. second
28. P. to K. B. fourth
29. B. to K. second
30. P. to Q. R. fourth
31. P. to Q. R. fifth (f)
32. P. takes Q. Kt. P. (g)
33. K. to Kt. square
34. B. to K. B. third

Black. (MR. PERIGAL.)

1. Q. Kt. to B. third
2. P. to K. fourth
3. Q. Kt. to K. second
4. K. Kt. to B. third
5. P. takes B.
6. Kt. to K. Kt. third
7. Q. to K. second
8. Q. takes P.
9. K. to Q. square
10. Q. to K. third
11. B. to Q. Kt. fifth
12. B. takes Kt.
13. P. to Q. third
14. Q. to K. B. second
15. P. to Q. Kt. third
16. K. to K. second
17. B. to K. third
18. Q. R. to K. Kt. square
19. Kt. to K. B. fifth
20. Kt. takes Kt.
21. B. to K. Kt. fifth
22. Q. R. to K. Kt. fourth
23. Q. R. to K. R. fourth
24. K. R. to K. Kt. square
25. K. to K. B. square (e)
26. B. to Q. second
27. P. to K. B. fourth
28. P. to K. fifth
29. R. to K. R. third
30. Q. to K. Kt. second
31. R. takes K. R. P.
32. R. to K. R. seventh (check)
33. Q. to K. R. third
34. R. takes P. (check)

And wins.

[Notes.

Notes.

(a) The sacrifice of this Pawn, first given in Salvio's Treatise, enables the opening player to bring his pieces into effective co-operation speedily, and proves the weakness of Black's fourth move.

(b) Kt. to Q. second would have been much better play.

(c) To avoid the exchange of Queens.

(d) Merely lost time.

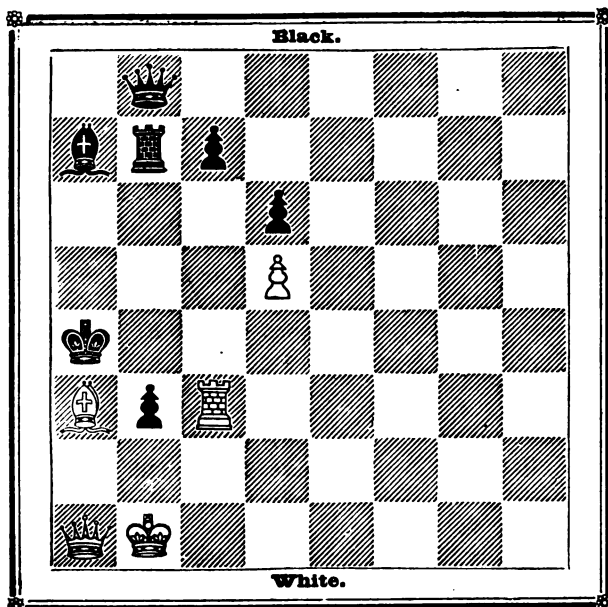
(e) Black's best play apparently, at this crisis, was to take the K. R. P. with Rook.

(f) Overlooking completely Black's next move of R. takes K. R. P.

(g) More blameable even than his preceding move, bad as that was. He ought here to have challenged an immediate exchange of Rooks, by playing R. to K. R. square.

PROBLEM No. 3.

This clever and scientific position we owe to the kindness of the
Rev. H. BOLTON.



White to play, and Mate in five moves.



The Pawn
and move.

GAME THE FOURTH

Between the same Players.

(Remove Black's K. B. P. from the Board.)

White. (Mr. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. Q. to K. R. fifth (check)
7. K. B. to Q. third (*b*)
8. P. to Q. sixth
9. Q. Kt. to B. third
10. K. Kt. to B. third
11. P. to K. Kt. third
12. Castles on K.'s side
13. Q. to K. B. fifth
14. Q. to K. R. fifth
15. Q. to K. R. fourth
16. Kt. takes K. P. (*c*)
17. Q. takes B. P. (check)
18. Q. takes K. P. (check)
19. Q. to Q. fourth (*d*)
20. K. R. to Q. square (*f*)
21. Q. takes B. (check) (*g*)
22. B. to K. second (dis. ch.)
23. B. takes Q.
24. P. takes Kt.
25. R. takes B.
26. K. to K. B. square
27. Kt. to K. second
28. R. to Q. third
29. R. takes R.
30. P. to K. B. third
31. P. to K. B. fifth
32. Kt. to K. B. fourth
33. K. to K. B. second (*i*)
34. P. to K. R. third
35. P. to Q. R. third

VOL. X.

Black. (Mr. PERIGAL.)

1. Q. Kt. to B. third
2. P. to K. fourth
3. Q. Kt. to K. second
4. K. Kt. to B. third (*a*)
5. P. takes B.
6. Kt. to K. Kt. third
7. Q. to K. second
8. Q. takes P.
9. P. to Q. B. third
10. K. to Q. square
11. Q. to K. third
12. P. to Q. third
13. Q. to K. Kt. square
14. Kt. to K. B. fifth
15. P. to K. R. fourth
16. Q. P. takes Kt.
17. K. to Q. B. second
18. B. to Q. third
19. Q. to K. Kt. fifth (*e*)
20. Q. B. to K. third
21. K. takes Q.
22. K. to Q. B. second
23. B. takes B.
24. B. takes R.
25. K. R. to Kt. square (check)
26. K. R. to Kt. fifth
27. Q. R. to K. Kt. square
28. Q. R. to Q. square (*h*)
29. K. takes R.
30. R. to K. Kt. square
31. K. to K. second
32. K. to K. B. second
33. P. to Q. R. fourth
34. P. to Q. R. fifth
35. P. to Q. Kt. fourth

D

White. (Mr. MEDLEY.)

36. Kt. takes K. R. P.
37. P. to K. fifth
38. P. to K. sixth (check)
39. Kt. to K. B. fourth
40. P. takes P.
41. Kt. to Q. fifth (check)
42. Kt. to K. third
43. Kt. to Q. B. fourth
44. Kt. to Q. sixth
45. K. to K. third
46. K. to K. B. fourth
47. Kt. to K. fourth (check)
48. K. to K. fifth
49. P. to K. B. sixth (check)
50. K. to Q. fourth
51. Kt. to Q. sixth (check)
52. P. to K. seventh (check)
53. P. Queens

Black. (Mr. PERIGAL.)

36. P. to Q. B. fourth
37. P. to Q. Kt. fifth
38. K. to K. second
39. P. takes P.
40. R. to Q. Kt. square
41. K. to Q. third
42. K. to K. second
43. K. to K. B. third
44. R. to Q. Kt. seventh (k)
45. R. takes P.
46. P. to Q. B. fifth
47. K. to K. second
48. R. to K. seventh
49. K. to K. square
50. R. to Q. R. seventh
51. K. to Q. square
52. K. to Q. B. second

And wins.

Notes.

(a) Salvio justly recommends 4. P. to Q. third as preferable to this move.

(b) The usual move is K. Kt. to K. B. third.

(c) His only way to extricate the Queen.

(d) Threatening P. to K. fifth.

(e) A very ingenious move, and one most difficult to parry.

(f) Mr. Medley remarks on this move—"I believe this to be the only way possible to save the game; it not only opens a square for the K.'s Bishop to prevent the threatened Mate, but also affords the concealed attack commenced by my next move."

(g) Well played.

(h) Had he played R. to K. Kt. seventh, White could have forced an exchange of Rooks by moving his R. to K. Kt. third.

(i) He would have gained nothing by taking the R.'s Pawn, on account of Black's replying with R. to K. R. square, &c.

(k) If he had played—

- | | |
|---|---|
| then, 45 Kt. to K. B. seventh (ch.)
46. P. to K. seventh
47. Kt. to Q. eighth | 44. K. to K. fourth
45. K. takes P.
46. K. to B. third or (A) |
|---|---|

And wins.

(A)

- | | |
|-----------------------------|---------------------|
| 47. Kt. to Q. sixth (check) | 46. R. to K. square |
|-----------------------------|---------------------|

And wins.



GAME THE FIFTH.

Between the same Players.

*(Remove Black's K. B. P. from the Board.)**White.* (Mr. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. Q. to K. R. fifth (check)
7. K. Kt. to B. third
8. P. to Q. sixth
9. Kt. to K. R. fourth
10. Q. Kt. to Q. second
11. R. to Q. Kt. square
12. Kt. takes Kt. (c)
13. Kt. to K. B. fourth
14. Q. to K. B. third
15. B. to Q. B. fourth
16. P. to K. Kt. third
17. R. P. takes P.
18. Q. to K. third
19. P. to K. B. fourth
20. B. to Q. R. second
21. Q. to K. B. third
22. P. to K. fifth
23. Kt. to K. fourth
24. Kt. to Q. sixth (check)
25. R. takes Q. Kt. P. (d)
26. Q. takes P.
27. R. to K. fifth
28. P. takes R.
29. K. to Q. square
30. K. to Q. B. square
31. R. to Q. square (f)
32. Q. to Q. third
33. K. to Q. Kt. square
34. B. to Q. Kt. third

Black. (Mr. PERIGAL.)

1. Q. Kt. to B. third
2. P. to K. fourth
3. Q. Kt. to K. second
4. K. Kt. to B. third
5. P. takes B.
6. Kt. to Kt. third
7. Q. to K. second (a)
8. Q. takes P.
9. Q. to Q. Kt. fifth (check)
10. Q. takes Kt. P.
11. Q. takes R. P. (b)
12. Q. to K. B. second
13. P. takes Kt.
14. K. B. to Q. third
15. Q. to K. Kt. second
16. P. takes P.
17. P. to Q. B. third
18. B. to Q. B. second
19. P. to Q. Kt. fourth
20. K. B. to Q. Kt. third
21. Q. B. to Kt. second
22. P. takes P.
23. Castles on Q.'s side
24. K. to Kt. square
25. P. to K. fifth
26. K. R. to K. square (e)
27. R. takes R.
28. Q. takes K. Kt. P. (check)
29. R. to K. B. square
30. B. to Q. B. fourth
31. R. to B. fifth
32. B. to Q. R. sixth (check)
33. R. to Q. Kt. fifth (check)
34. Q. takes K. P.

And White resigned.

[Notes

Notes.

(a) This is not a good move, but the error of playing the K. Kt. to B. third at the 4th move, hardly leaves him any choice.

(b) All this seems played, under the misconception that he would be enabled to return with his Q. to K. B. second in time, which White, however, might easily prevent, by simply playing K. B. to Q. B. fourth next move.

(c) A grave fault. By playing as recommended in the previous note, White would have had an irresistible attack.

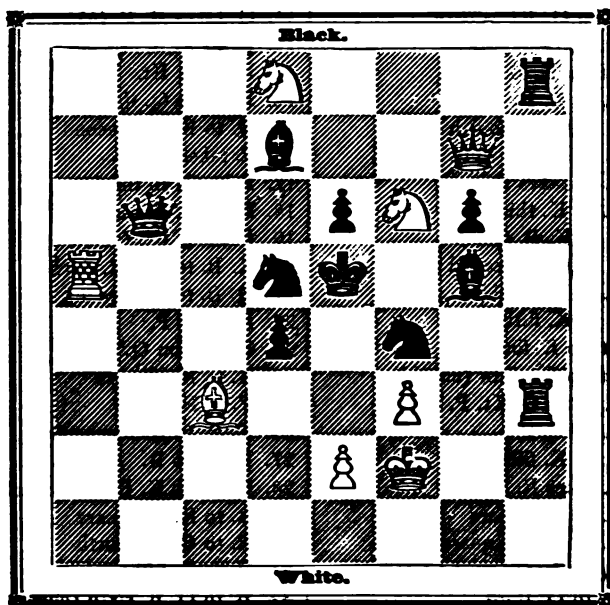
(d) Boldly, but cleverly played.

(e) This also is very finely conceived. If White take the R. with Kt. then Black can check with his Q. at her B. sixth, and afterwards take the Q. R. with P., &c.

(f) His only chance, apparently, to prevent a speedy mate.

PROBLEM, No. 4. -

By an AMATEUR in India.



White to play, and Mate in five moves.



GAME THE SEVENTH.*

Between the same Players.

*(Remove Black's K. B. P. from the board.)**White* (MR. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third
4. K. B. to Q. third
5. P. to K. fifth
6. Q. to K. Kt. fourth
7. P. takes P.
8. P. to K. R. fourth
9. Q. B. to K. third
10. P. to Q. R. fourth
11. Q. R. to Q. square
12. Q. Kt. to K. fourth
13. B. takes Kt.
14. Kt. to Q. sixth
15. Kt. takes B.
16. B. to Q. B. fourth
17. B. takes P.
18. Kt. to B. third
19. Castles
20. R. to Q. third
21. K. R. to Q. square
22. P. to Q. B. third
23. B. to Q. R. second
24. Q. to K. fourth (*d*)
25. K. R. to Q. second (*e*)
26. Kt. to Q. fourth (*f*)
27. P. takes B.
28. B. to Q. Kt. third
29. Q. to K. B. third
30. Q. to K. Kt. third
31. P. to Q. fifth

Black. (MR. PERIGAL.)

1. P. to K. third
2. P. to Q. third
3. K. B. to K. second
4. P. to Q. Kt. third
5. P. to K. Kt. third
6. P. takes P.
7. P. to Q. B. third (*a*)
8. K. to Q. second
9. K. to Q. B. second
10. P. to Q. R. fourth
11. Q. to K. B. square
12. K. Kt. to R. third
13. Q. takes B.
14. Q. to K. B. square
15. Q. takes Kt. (*b*)
16. B. to Q. B. fourth
17. Q. to K. B. square
18. Q. to K. second
19. Q. R. to R. second
20. K. to Kt. second
21. K. to Q. R. square
22. K. R. to K. square
23. Q. to K. B. square (*c*)
24. Q. R. to K. second
25. Q. R. to Q. B. second
26. B. takes Kt.
27. Q. to Q. Kt. fifth
28. Kt. to Q. second (*g*)
29. R. to K. B. square
30. K. to Q. Kt. second
31. Kt. to Q. B. fourth

* Game the sixth was lost by Mr. P. through an oversight, a rare occurrence with this excellent player, and was quite undeserving publication.

White. (Mr. MEDLEY.)

- 32. P. takes P. (check)
- 33. P. to K. sixth
- 34. R. to Q. eighth
- 35. P. to K. seventh
- 36. R. to Q. R. eighth (check)
- 37. P. Queens (check)
- 38. Second Q. takes R.
- 39. B. to Q. fifth

Black. (Mr. PERIGAL.)

- 32. K. to Q. R. second
- 33. R. takes Q. B. P.
- 34. R. to K. B. fifth (*h*)
- 35. Kt. to Q. Kt. second
- 36. K. takes R.
- 37. K. to R. second
- 38. Q. takes R.

And Black resigned.

Notes.

- (a) He was compelled to provide for B. to K. fourth.
- (b) Mr. Perigal remarked afterwards that he should here (instead of taking the Kt. at once) have first played B. to Q. B. fourth, and thus have saved the K. P., but it is doubtful whether the P. could be saved even then, for suppose—

- 16. K. Kt. to B. third
- 17. B. to Q. B. fourth
- 18. Kt. to K. Kt. fifth

- 15. B. to Q. B. fourth
- 16. Q. takes Q. Kt.
- 16. R. to K. square

And the Pawn is lost.

- (c) Preventing the advance of White's Q. Kt. Pawn, and affording a place for the Q. R. at K. second square.

- (d) A main object with White is to keep the adverse Q. Kt. out of play.

- (e) He might also have played the Q. Kt. P. to Kt. fourth advantageously.

- (f) Better perhaps to have played him to K. Kt. fifth.

- (g) Threatening to play him to Q. B. fourth

- (h) If instead of this move, he had played—

- 35. R. takes K. R.
- 36. P. to K. seventh

- 34. Q. R. to B. square
- 35. R. takes R.

And wins.

or if

- 35. R. takes R.
- 36. B. takes Kt.
- 37. Q. to Kt. eighth (check)
- 38. Q. to R. eighth (check)
- 39. R. to Q. fifth (check)
- 40. Q. to K. eighth (check)

- 34. R. takes R.
- 35. Kt. takes Q. R. P.
- 36. Q. takes B.
- 37. K. to R. third
- 38. K. to Kt. fourth
- 39. R. to Q. B. fourth

then changes both Q. and Rook, and afterwards Queens the K. Pawn.

CONSULTATION GAME.



This entertaining *partie* was played some time back, at the London Chess Club, the White side conducted by Mr. HORWITZ and Capt. EVANS, and the Black by Messrs. HARRWITZ and G. MEDLEY.

White.

(Mr. HORWITZ and Capt. EVANS.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. P. to Q. third
5. Kt. takes P.
6. K. B. to Q. Kt. third
7. P. to Q. fourth
8. Q. B. to K. Kt. fifth
9. Q. Kt. to Q. second
10. Castles
11. Q. B. to K. R. fourth
12. Q. B. to K. Kt. third
13. P. to K. B. fourth (*a*)
14. Q. B. to K. R. fourth
15. K. R. to K. square
16. Q. Kt. to K. B. square
17. Q. Kt. to K. Kt. third
18. Kt. takes Q. Kt.
19. B. takes Kt. (check)
20. Kt. takes R. P. (check)
21. Kt. to Kt. third
22. P. to K. R. third
23. Q. to K. R. fifth (check)
24. R. to K. third (*c*)
25. Kt. takes P. (check)
26. R. to Kt. third (check)
27. Q. to Kt. fifth (check)
28. R. to K. third (check)
29. Q. to K. Kt. seventh (*d*)
30. K. to R. square
31. P. takes P. (check)
32. R. takes B.
33. R. to Q. B. seventh (check)

Black.

(Messrs HARRWITZ and MEDLEY.)

1. P. to K. fourth
2. K. Kt. to B. third
3. Kt. takes P.
4. Kt. to K. B. third
5. P. to Q. fourth
6. K. B. to Q. third
7. Q. B. to K. B. fourth
8. P. to Q. B. third
9. Castles
10. P. to K. R. third
11. P. to K. Kt. fourth
12. K. to Kt. second
13. P. to K. Kt. fifth
14. P. to K. R. fourth
15. Q. Kt. to Q. second
16. K. B. to K. second
17. Q. B. to K. fifth
18. Q. takes Kt.
19. K. takes B.
20. K. to Kt. third (*b*)
21. P. to K. B. fourth
22. P. takes P.
23. K. to Kt. second
24. R. to K. R. square
25. B. takes Kt.
26. K. to K. B. third
27. K. to K. third
28. K. to Q. third
29. P. to K. R. seventh (check)
30. P. to Q. B. fourth
31. K. takes P.
32. Q. to Q. third
33. K. to Q. Kt. third

White.

(Mr. HORWITZ and Capt. EVANS.)

- 34. R. takes P. (check)
- 35. Q. R. to Q. square
- 36. Q. R. to Q. fourth
- 37. Q. takes Q.
- 38. Q. takes Q. P. (check)
- 39. Q. to K. fifth (check)
- 40. Q. takes B. (check)

Black.

(Messrs HARRWITZ and MEDLEY.)

- 34. K. to R. third
- 35. Q. to Q. B. fourth (e)
- 36. Q. takes R. (f)
- 37. K. takes R.
- 38. K. to Q. B. second
- 39. K. to Q. second

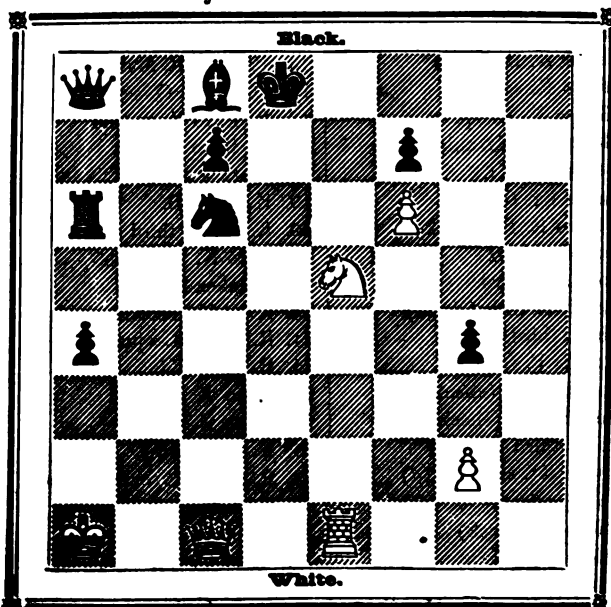
And wins.

Notes.

- (a) White have already obtained an obvious superiority of position.
- (b) Disastrous, indeed! but it is fair to observe, that as this game was fought before Mr. Medley attained his present strength, the whole weight of the play fell to Mr. Harrwitz, who had, single-handed, to encounter the combined force of his two accomplished adversaries.
- (c) All this is extremely well played by Mr. Horwitz and Capt. Evans.
- (d) Threatening mate at K. fifth. A perilous move for Black to parry.
- (e) To prevent the check of White's Bishop.
- (f) His only move to avert immediate mate.

PROBLEM, No. 5.

By Mr. H. J. C. ANDREWS.



White playing first, to Mate in four moves.

"THE IMPENDING MATE,"

AND

"MATED,"

Are the titles of two admirable specimens of engraving, after Frank Stone's charming pictures exhibited the year before last at the Royal Academy. The annexed description of the subjects will serve to shew how the artist has contrived to blend a sentiment with science, and

"Like the solemn vice, Iniquity,
To moralize two meanings in one word."

To this we shall only add, that the modest grace and unassuming loveliness of the female subject are inexpressibly delightful, and earnestly recommend to every reader, whether as an admirer of beauty, or a votary to Chess, that he follow our example, and possess himself of these attractive prints forthwith.

THE STORY OF THE PICTURES.

THE game of Chess is an ancient game—as all the world knows. History and tradition have alike faded on the path that travels back to its source. But the two young beings presented in the companion pictures here engraved are playing at a game more ancient still. It is the burthen of the earliest historic record. The first match was played, and the first mate given, in Eden. Kingdoms have been staked, and lost, at the game since the first sad emigration. Hearts are the counters with which it is played. The first man opened the volume of its lore—the last man shall be the first man to close it. Its practice is as universal over space as it goes far back into time. Everywhere it has a name: in our latitudes the name is LOVE.

The curious manner in which the terms of the scientific game and of the natural one adapt themselves to each other has suggested the subject of these two pictures. Here is a double issue having a common etymology. Nevertheless, there is something of a riddle in the words,—as there is apt to be in all things in which LOVE meddles. The first picture shews plainly the impending *mate*, in more senses than one. In the second, both games are played out: and the loser in the one is the victor in the other—while the victor in the first has lost nothing in the last. The lady wins the chess game for much the same reason that her lover wins the love game—because "the boy gazed on her,"—and is rich in her winning by just the same argument that he is rich in his loss.

The *place* of both pictures is an open balcony, looking out on park-like scenery which lies basking in the warm and golden sunshine. In the first—seated at the opposite sides of a chess board, are "two beings in the hues of youth." Both, as has been said, are visibly playing a deeper and older game than is indexed by the "dry bones" on the board. The "moves" of the heart may here be read, as well as those with the fingers. The state of both games is indicated. There have been many moves in each ere either reached the point at which we see it. The "boy's" part in the one is but a poor pretext for playing at the other. How should he expect to win a game at chess by gazing on his mistress!

The lady's eyes are bent upon the board; but in her deep study of its pieces there is a consciousness which shews that she knows well what eyes are on *her*. The lady plays white:—and the arrangement of the pieces shews, as is said above, that her lover is inevitably *mated*. But the sentiment of the whole picture assures that the same fate awaits him in the game which he has more at heart—and there it has a more auspicious meaning.

In the second picture, the poor pretence is over. The chess-board has been flung aside, and the final move in "the game of the heart" has just been made. There, in the same balcony—with the same natural elements and accidents for unheeded witnesses—the lover is at his mistress's feet; pouring out the old eternal truths—ancient as time, yet young as yesterday—of utterance as universal as light, yet always intensely individual like light gathered through a lens:—and she, bending over him, has breathed into his ear and heart the timid but earnest confession that *he* has won—and *she* not lost.

CALVI'S ELEMENTARY LESSONS.

(Continued from page 215, vol. viii.)

TWENTY-EIGHTH LESSON.

FOURTH SECTION—KING'S KNIGHT'S GAMBIT.

First Opening—Salvio Gambit.

<i>White.</i>	<i>Black.</i>
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. Kt. to B. third	P. to K. Kt. fourth

The bringing out the K. Kt. at the third move constitutes the game called the King's Knight's Gambit. Black's move of P. to K. Kt. fourth is the best move he can make in this position. Instead of this move, he could play,

1. K. Kt. to B. third
2. K. B. to K. second
3. K. Kt. to K. second
4. P. to Q. B. third
5. P. to K. R. third
6. P. to Q. fourth
7. P. to Q. third

These openings will be hereafter given.

- | | | |
|--------------------------|--|--------------------|
| 4. K. B. to Q. B. fourth | | P. to K. Kt. fifth |
|--------------------------|--|--------------------|

Instead of this move, you could play the K. R. Pawn to R.'s fourth (See the 34th and following Openings.) I am of opinion that Black's better move is to play K. B. to Kt. second. However authors are divided upon this question, Philidor, Labourdonnais, and Walker retain the latter move as the best, whilst Sarratt, Lewis, and Cochrane, give the

preference to the other one. The Italian authors consider K. B. to Kt. second as the correct move; but their opinion, in this case, can be of little or no value, as their mode of castling effects a great change in the position.

5. K. Kt. to K. fifth | Q. to K. R. fifth (check)

Instead of playing the Kt. to K. fifth, you should have taken the K. B. Pawn with the Bishop, or have castled. For the result of the first move, see the third opening. In the second case, there would have resulted an interesting Gambit called the Muzio Gambit, which will be analyzed in one of the succeeding lessons.

Black could only have defended the two Pawns by giving this check. He should rather have played K. Kt. to R. third

6. K. to B. square. | K. Kt. to B. third

This gambit, says Salvio, has been given by a Portuguese whose name is unknown. Philidor having analyzed it; we give, in the first game, his observations, at the same time noting the variations which modern authors have given, including remarks which we may deem necessary. Black, instead of playing Kt. to B. third, could also play it to K. R. third. (See the second game.)

7. Q. to K. | Q. takes Q.

Instead of playing Q. to K. square, you could also take K. B. Pawn with B., or push on the Q. P. to Q. fourth—(See the Variations which follow.)

If instead of taking the Queen, Black had moved his K. Kt. Pawn to Kt. third, you should have taken the B. P. with B. (check), and afterwards played the K. Kt. to B. third.

8. K. takes Q. | Kt. takes K. P.

He could also push on the Queen's Pawn to Q. third—(See third Variation.)

9. K. B. takes P. (check). | K. to his second

Had he moved his King to Queen's square, you should have withdrawn the B. to enable you to check with the Knight.

10. K. B. to Q. Kt. third | K. Kt. to B. third

If instead of playing K. Kt. to B. third, he had moved his Q. P. to Q. third, you should have played Kt. to B. seventh.

11. P. to Q. fourth | P. to Q. third

Had you now played the Kt. to B. seventh, you would have lost the two pieces for the Rook and a Pawn.

12. K. Kt. to Q. third | P. to K. B. sixth

13. P. takes P. | P. takes P.

You have played well to take this Pawn; the other Pawn cannot be preserved, being isolated and too much advanced on your board.

14. K. to B. second

Q. B. to K. Kt. fifth

15. Q. B. to K. Kt. fifth

Q. Kt. to Q. second

16. Q. Kt. to Q. second

Q. R. to K. square

In this position, your game is to be preferred.

*First Variation.**White.**Black.*

7. K. B. takes B. P. (check) | K. to K, second

Salvio withdraws the K. to Q. square. (See the next Variation.) If instead of taking the Pawn with the B., you had taken it with the Kt., Black, by pushing on the Queen's Pawn to Q. fourth, would have forced you to exchange the Kt. and Bishop for his Rook.

8. K. B. to Q. Kt. third | P. to Q. third

To avoid the loss of a piece, you are forced to withdraw your Bishop. Black, instead of playing his Q. P., could take the K. P. with his Kt. or play the Knight to Rook's fourth. In the first case, you should move the Q. to K. square. In the second, you should take the K. Kt. P. with Q., Black could have replied with Kt. to K. sixth (check), but you, by taking it with the Pawn, would have an excellent position.

9. K. Kt. to Q. third | K. Kt. to R. fourth

This is a bad retreat for your Kt., but had you attacked the Rook, you would have lost a piece.

10. Q. to K. | P. to K. Kt. fifth

Had he given you double check with his Kt., you would have won a piece by withdrawing your King, and in the event of his exchanging Queens, his attack would have been at an end.

11. K. to Kt. | K. B. to Kt. second

Your move is essential to free your K. Rook.

12. P. to Q. B. third | Q. to K. Kt. fourth

Philidor says, if instead of playing P. to Q. B. third, you had taken the Rook's Pawn with Pawn, he would have presently checkmated you. It appears to me that Philidor has not correctly calculated, for I think that you can take the Pawn with Pawn without endangering your game. Supposing that you take the Pawn, Black can play as follows,

P. takes P. | K. B. to Q. fifth (check)
K. Kt. to B. second | P. takes P.

If instead of taking Pawn with Pawn, he had taken it with Queen, you could take the Kt. with Rook.

R. takes Q. | R. to K. B. square
R. takes Kt. | P. takes Kt. (check)

You would have lost the game, had you not taken the Kt.

Q. takes P. | R. takes Q.
K. to R. second | B. to K. fourth (check)

You have the superiority of a Pawn, but it would be better to make it a drawn game

13. K. B. to Q. square | Q. B. to K. Kt. fifth
14. B. takes B. | Q. takes B.
15. P. to K. R. third | Q. to K. Kt. third

It is better to push on this Pawn than to take, otherwise he could have planted his Kt. on your territory.

16. Q. to K. second | Q. Kt. to Q. second

There is no other way to make an opening for your Queen's Piece, than to bring your K. Kt. to B. third.

17. K. Kt. to K. |

In this position Black has the advantage; however, the game is not without resource for White, since he can soon occupy the centre with his Pawns.

Second Variation.

White.

7. K. B. takes P. (check)

Black

K. to Q.

You are no longer forced to withdraw your Bishop as in the preceding game, inasmuch as you can, by occupying this square, prevent the adverse King's Kt. from going to his King's Rook's fourth. A dangerous move.

8. P. to Q. fourth.

| P. to K. B. sixth

Had you withdrawn your K. B. to give double check, he could have played as follows,

B. to Q. Kt. third

K. Kt. to R. fourth

K. Kt. to B. seventh (check)

K. to his square

Kt. takes R.

Kt. to Kt. sixth (check)

P. takes Kt.

Q. takes R. (check)

Had you moved your King to Kt., instead of taking the Kt., Black could have given check with his K. B., you would have pushed the Queen's Pawn to Q. fourth, but Black could take this Pawn, checking, and you would have been forced to lose your Queen.

K. to K. second

P. to K. B. sixth (check)

P. takes P.

P. takes P. (check)

The next move he will take your Queen.

9. Q. Kt. to B. third

| P. to Q. third

If instead of playing out your Q. Kt., you had taken his Pawn with yours, Black would have played as follows,

P. takes P.

P. to Q. third

Kt. to Q. third

Q. to R. sixth (check)

Had you taken the Kt.'s Pawn with Kt., Black would reply with Kt. takes Kt., and have a good game.

K. to B. second

K. B. to K. second

Q. B. to K. B. fourth

R. to K. B.

K. B. to Q. Kt. third

K. Kt. to R. fourth

10. K. Kt. to Q. third

| P. takes Kt. P. (check)

11. K. takes P.

| Q. to R. sixth (check)

12. K. to Kt.

| P. to K. Kt. sixth

Had you moved your King to B. second, Black would have pushed on Kt.'s Pawn, and the next move would have checked you with the Kt., having an excellent game.

13. K. Kt. to B. fourth

This move forces him to withdraw his Queen and gives you time to defend yourself, and if you can exchange Queens, your position will be better, because your Pawns occupy the centre and are more advanced than his are.

Third Variation.

<i>White.</i>		<i>Black.</i>
7. P. to Q. fourth		P. to Q. third
8. K. Kt. to Q. third		P. to K. B. sixth
9. Q. Kt. to B. third		P. takes P. (check)
10. K. takes P.		Q. to R. sixth (check)

The position is similar to the preceding variation, with this exception, that you have a Pawn less.

Fourth Variation.

The first seven moves as in the first game.

<i>White.</i>		<i>Black.</i>
8. K. takes Q.		P. to Q. third

If, instead of this move, he had played the Q. Kt. to B. third, you should take Kt. with Kt. and afterwards support your K.'s Pawn with Queen's Pawn.

9. Kt. takes B. P.		P. to Q. fourth
10. K. B. takes Q. P.		K. Kt. takes B.

It would have been better to take his Pawn than to let him take your Bishop, because your Kt. remains *en prise*.

11. K. Kt. takes R.		K. Kt. to B. third
---------------------	--	--------------------

He could also attack your Q. B. P., in which case you should defend it with your Kt.

12. P. to Q. third		K. B. to Kt. second
13. P. to Q. B. third		K. B. takes Kt.

Your move is necessary, because when you take the Gambit Pawn with your Bishop, he would have been able to take the K. P. with the Kt., and afterwards take the Q. Kt. Pawn.

Black, instead of taking the Kt. could support the Gambit Pawn, but for two or three moves only.

14. Q. B. takes P.		P. to Q. B. third
15. Kt. to Q. second		

In this position it would be better to move your King behind the Pawns, rather than castle, and then your game will be better than that of your adversary.

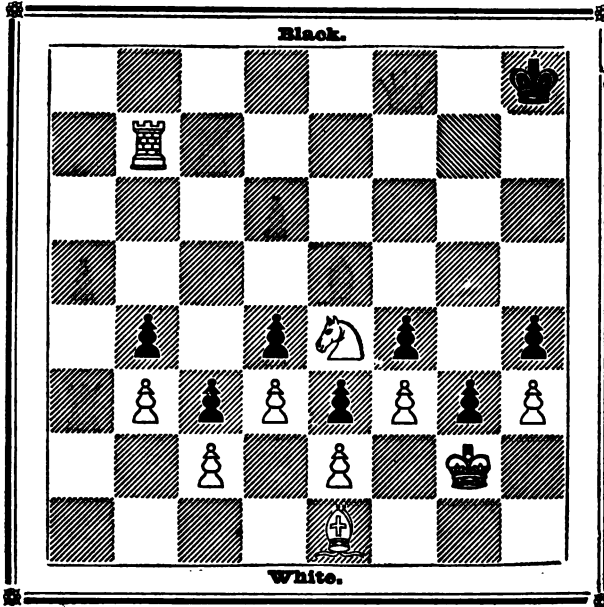
CHESS INTELLIGENCE.

CHESS IN THE NORTH.—A Chess Club, we are informed, has been established at Carlisle, under most favourable auspices. Although the votaries of Caissa in this ancient city have been somewhat tardy in rearing their standard, when compared with other important towns, yet the spirited manner in which they appear at length to have opened the campaign promises speedily to recover lost ground, and insure their project success. The Club meets on the evenings of Tuesday and Thursday, at Mrs. Atkin's Temperance Hotel, Scotch Street, and already numbers about thirty members.

PROBLEM, No. 6.

31

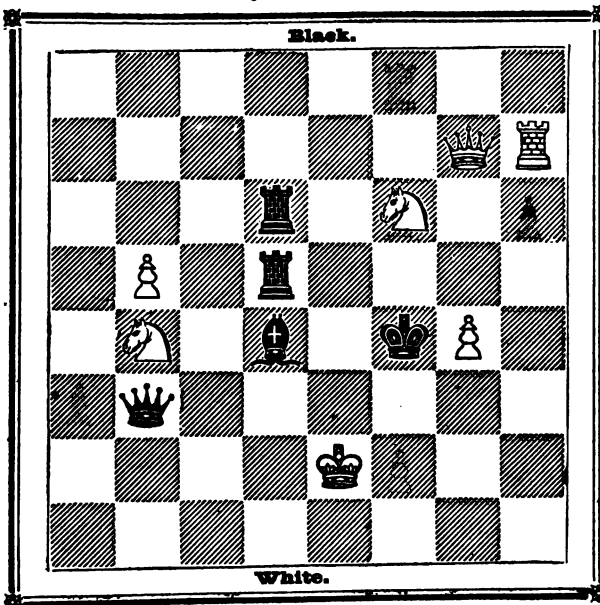
This curious position is the device of Mr. PRAUS, Boldon, near Newcastle.



White to play, and Mate in seven moves.

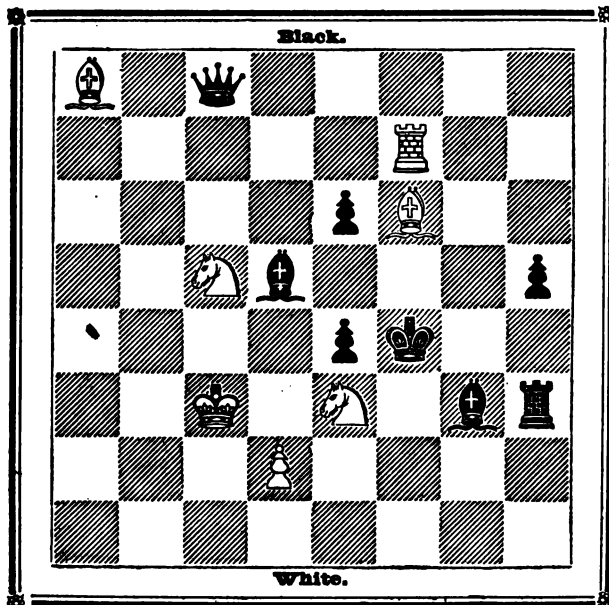
PROBLEM, No. 7.

By Mr. F. W. C.



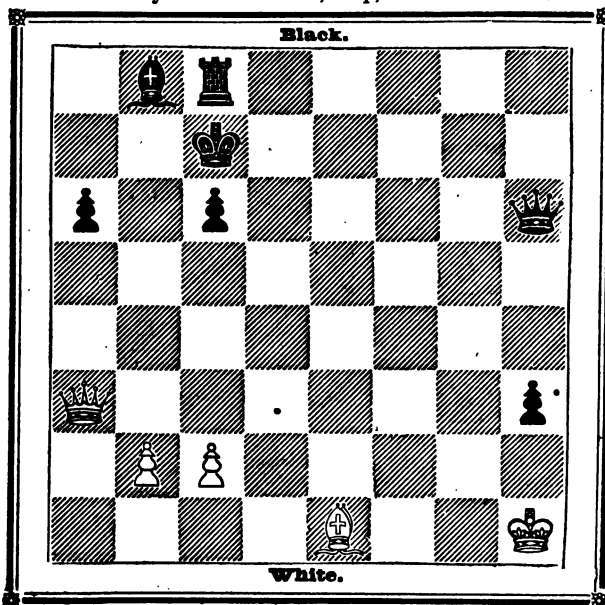
White playing first, Mates in four moves.

PROBLEM, No. 8.
By an AMATEUR in India.



White playing first, to Mate in five moves.

PROBLEM, No. 9.
By R. F. HODGSON, Esq., of India.



White to play, and Mate in four moves.

CHESS IN THE PROVINCES.



Pleasant game just played at the Oxford
"Hermes" club.

Black. (Mr. RANKEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. K. B. to Q. Kt. fifth
8. P. takes P.
9. Q. Kt. to Q. B. third
10. Q. B. to K. third
11. B. takes Kt.
12. Q. to her third
13. K. Kt. takes P.
14. P. takes Kt.
15. P. to Q. R. fourth
16. P. to Q. B. fourth
17. Q. to her B. third
18. Kt. takes P. at Q. B. fourth
19. Kt. to K. fifth
20. Q. takes Q. B. P.
21. Kt. takes Q.
22. Q. R. to Q. B. square
23. P. to Q. fifth
24. K. to Q. second
25. P. takes B.
26. K. to Q. square
27. Q. R. to Q. B. fifth
28. Kt. takes P.
29. K. to his square
30. R. takes B.
31. R. to Q. square
32. K. takes R

White. (Mr. BRIEN)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. K. Kt. to K. B. third (a)
6. P. to Q. fourth
7. K. Kt. to K. fifth
8. K. B. to Q. Kt. third
9. Castles
10. P. to K. B. third
11. P. takes B.
12. P. takes K. P.
13. Kt. takes Q. Kt.
14. Q. to her third (b)
15. P. to Q. R. fourth
16. Q. B. to Q. R. third
17. P. takes Q. B. P.
18. Q. to her fourth
19. Q. takes K. Kt. P. (c)
20. Q. takes Q.
21. Q. B. to Q. Kt. second
22. K. R. to K. B. third
23. Q. R. to K. square
24. B. takes B. (check)
25. K. R. to K. B. seventh (check)
26. Q. R. takes P.
27. Q. R. to his sixth
28. B. takes P. (d)
29. K. R. to Q. Kt. seventh
30. Q. R. to his eighth (check)
31. R. takes R. (check)
32. R. to Q. Kt. eighth (check)

And wins.

[Notes.

Notes.

(a) This, the young amateur will observe, reduces the opening to an ordinary "Giuoco Piano."

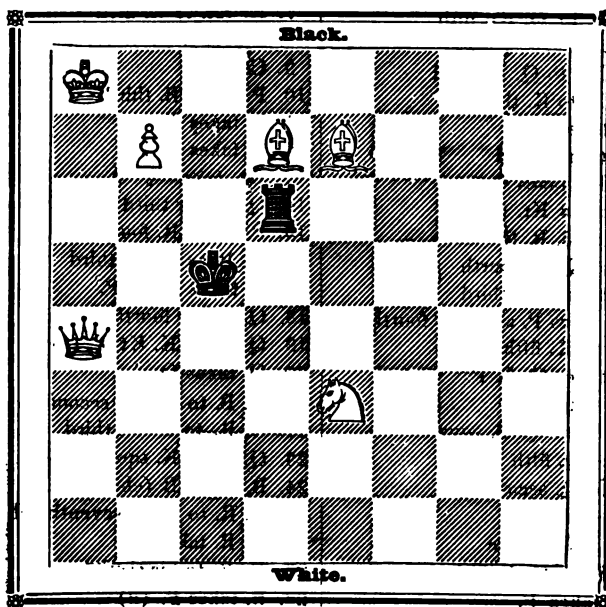
(b) Protecting his Pawn, and, at the same time, threatening to advance it to Q. B. fourth.

(c) P. to Q. B. fourth, before taking the K. Kt. P., would perhaps have been still stronger.

(d) Well played. To take it would cost Black the game at once.

PROBLEM, No. 10.

By HERR KLING.



White to play, and compel Black to Mate him in four moves.



MR. NEWHAM, of Nottingham, gives MR. ANGAS
Pawn and two moves.

(Remove Black's K. B. P. from the board).

White. (Mr. S. A.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to Q. B. third
5. K. Kt. to B. third
6. Q. B. to K. third
7. Q. Kt. to Q. second
8. Q. to Q. B. second
9. P. to K. R. third
10. K. B. to Kt. fifth
11. P. takes P.
12. K. B. to Q. B. fourth
13. K. B. to K. second (a)
14. P. to Q. R. third
15. Q. R. to Q. B. square
16. Q. takes Kt.
17. R. takes Q.
18. B. takes K. B. P.
19. Castles
20. K. R. to Q. B. square
21. R. takes P. (check)
22. B. to Q. B. sixth (check)
23. B. takes R.
24. B. to K. B. third
25. P. to K. Kt. fourth
26. R. to K. square (check)
27. B. takes Kt.
28. Kt. to K. fourth
29. Kt. to B. sixth (check)
30. R. to K. sixth (c)
31. P. to Q. fifth
32. R. to K. square
33. P. takes B.

Black. (Mr. N.)

- 1.
2. Q. Kt. to B. third
3. P. to K. fourth
4. P. to Q. third
5. K. Kt. to B. third
6. Q. B. to Kt. fifth
7. Q. to Q. second
8. K. B. to K. second
9. Q. B. to K. R. fourth
10. P. takes Q. P.
11. P. to Q. R. third
12. P. to Q. Kt. fourth
13. B. to K. Kt. third
14. P. to Q. fourth
15. P. takes K. P.
16. Q. takes Q.
17. P. takes Kt.
18. K. to Q. second
19. P. to Q. R. fourth
20. B. to Q. third
21. B. takes R.
22. K. to K. second (b)
23. B. to Q. third
24. R. to Q. Kt. square
25. P. to Q. R. fifth
26. K. to Q. second
27. P. takes B.
28. P. to K. B. fourth
29. K. to Q. square
30. R. to Kt. third
31. B. to K. B. second
32. B. takes Q. Kt. P.
33. R. takes Kt.

The game was eventually drawn.

[Notes

Notes.

- (a) B. to K. sixth would not have been a bad move at this juncture.
 (b) It would obviously be of no avail to play K. to Q.'s third.
 (c) This is not good play.



The following games were recently played at Brighton, between Mr. STAUNTON and Capt. KENNEDY, the former giving the Pawn and two Moves.

(Remove Black's K. B. P. from the board.)

White (Capt. K.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. takes P.
5. Q. Kt. to B. third
6. K. Kt. to B. third
7. Castles
8. Q. B. to Q. second
9. Q. B. to K. Kt. fifth
10. B. to K. R. fourth
11. B. to K. Kt. third
12. K. to R. square
13. K. Kt. to R. fourth
14. Q. to K. R. fifth
15. P. to K. B. fourth
16. P. to K. fifth
17. P. takes Kt.
18. P. takes P.
19. K. R. to Q. B. square
20. P. to Q. R. third
21. P. takes B. (a)
22. Q. to K. second
23. Kt. to K. R. third
24. P. to Q. B. fourth
25. Q. to K. fourth
26. B. to K. square (b)
27. B. takes Kt.

Black. (Mr. S.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. Q. checks
5. B. takes P.
6. Q. Kt. to B. third
7. P. to Q. R. third
8. Q. to her B. second
9. K. Kt. to K. second
10. Castles
11. P. to Q. third
12. P. to Q. Kt. fourth
13. B. to Q. second
14. Q. Kt. to his fifth
15. B. to Q. fifth
16. Kt. takes B.
17. P. takes K. P.
18. B. takes Kt.
19. P. to Q. Kt. fifth
20. P. takes P.
21. Q. to her R. fifth
22. Kt. to Q. fourth
23. Q. R. to Q. Kt. square
24. Q. R. to Kt. seventh
25. Kt. to Q. Kt. fifth
26. Q. to Q. R. fifth
27. Q. takes B. (c)

White. (Capt. K.)

28. Kt. to K. Kt. fifth
29. Q. to K. R. fourth
30. K. R. to K. B. square
31. R. takes R.
32. Q. to K. B. fourth
33. Kt. to K. fourth

Black. (Mr. S.)

28. P. to K. Kt. third
29. Q. to K. second
30. R. takes R. (check)
31. P. to Q. R. seventh
32. R. to Q. Kt. eighth
33. P. to R. eighth, "Queens"

And White surrendered.

Notes.

(a) His best move: if he had taken the Pawn either with P. or Q. R., he would have lost, at least, the exchange.

(b) We should have preferred the more attacking move of Kt. to K. Kt. fifth.

(c) Had Black attacked the Q. with his B., his adversary would have got more than an equivalent for her, by taking the K. R. and then the Q. R. P. with his Bishop.



Game between the same players, at the same odds.

*(Remove Black's K. B. P. from the board.)**White.* (Capt. K.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. third
4. P. to K. fifth
5. P. takes P.
6. Q. B. to Q. second
7. K. Kt. to B. third
8. Q. B. to his third
9. Castles (a)
10. Kt. takes Kt.
11. K. Kt. takes Kt.
12. K. R. to K. square
13. Kt. to Q. Kt. fifth (b)
14. Q. to K. B. third
15. Q. to K. Kt. third
16. Q. R. to Q. square

Black (Mr. S.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. K. Kt. to K. second
5. Q. to her R. fourth (check)
6. Q. takes P.
7. Q. Kt. to B. third
8. K. Kt. to Q. fourth
9. Kt. takes B.
10. Kt. takes P.
11. Q. takes K. Kt.
12. Q. to Q. R. fourth
13. P. to K. Kt. third
14. B. to K. second
15. K. to Q. square
16. K. R. to K. B. square

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr. S.)
17. B. to Q. B. fourth (c)	17. K. R. to B. third
18. K. R. to K. third	18. P. to Q. R. third
19. Kt. to Q. sixth	19. Q. to Q. Kt. fifth
20. B. takes K. P.	20. R. takes B.
21. R. takes R.	21. P. takes R.
22. Kt. to Q. Kt. fifth (dis. ch.) (d)	22. B. to Q. second
23. Q. to Q. B. seventh (check)	23. K. to K. square
24. Q. takes B. (check)	24. K. to B. square
25. Kt. to Q. B. seventh.	25. R. to Q. Kt. square
26. Kt. takes K. P. (check)	26. K. to B. second
27. Kt. to K. Kt. fifth (check)	27. K. to Kt. second
28. P. to Q. B. third (e)	

And Black resigns.

Notes.

- (a) White advisedly sacrificed a Pawn for the purpose of developing his forces with greater rapidity.
 (b) This is well planned.
 (c) From this point, White's attack is capitally sustained to the end.
 (d) The winning *coup*.
 (e) Leaving Black completely *sans* resource.



Between the same players at the same odds.

(Remove Black's K. B. P. from the board.)

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. takes P.	4. Q. to her R. fourth (check)
5. Q. Kt. to B. third	5. K. B. takes P.
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. Castles	7. P. to Q. R. third
8. Q. B. to K. B. fourth	8. K. Kt. to K. second
9. P. to Q. R. third	9. Q. to her square
10. P. to K. fifth	10. Castles
11. Q. B. to K. Kt. fifth (a)	11. Q. to her B. second
12. P. to Q. Kt. fourth	12. K. B. to Q. R. second

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr. S.)
1. to Q. Kt. fifth	13. Kt. takes K. P. (<i>b</i>)
2. to Q. Kt. sixth (<i>c</i>)	14. K. B. takes P. (<i>d</i>)
3. B. takes Kt.	15. Kt. takes Kt. (check)
4. takes Kt.	16. K. R. to K. B. second
5. B. takes K. R. P. (check) (<i>e</i>)	17. K. takes B.
6. to her third (check)	18. K. R. to B. fourth
7. to K. fourth (<i>f</i>)	19. K. to Kt. square
8. to Q. sixth	20. Q. to her B. third
9. to Q. B. fourth	21. K. B. to Q. square
10. R. to K. square	22. P. to Q. Kt. third
11. to K. B. fourth	23. Q. B. to Q. Kt. second
12. to K. B. third	24. Q. R. to Q. B. square
13. R. to Q. B. square	25. K. B. to K. R. fifth
14. R. to K. second	26. K. R. to Q. fourth
15. takes R. (<i>g</i>)	27. Q. takes Q. R. (check)
16. to Kt second	28. B. takes Q. P.
17. to K. fifth	29. Q. to Q. B. fifth (<i>h</i>)
18. to her square	30. K. B. to K. second
19. to R. third	31. K. to B. second
20. to Kt. fourth	32. B. takes Kt.
21. takes B.	33. P. to Q. third
22. to Q. fourth	34. P. to K. Kt. third
23. to K. third	35. Q. to Q. R. seventh
24. to K. second	36. Q. takes Q. R. P.
25. to Q. Kt second	37. Q. to Q. B. fourth
26. to K. fifth	38. P. to Q. fourth
27. to Q. fourth	39. Q. to her B. third
28. to K. third	40. R. to K. R. square
29. to Q. B. third	41. Q. to Kt. second
30. to Q. B. second	42. B. to Q. square
31. to K. R. third	43. Q. to K. second
32. to K. B. second	44. K. to Kt second

And White resigns.

Notes.

1. Taking the K. R. P. with the B., followed by K. Kt to his fifth, though a very tempting line of play, is not sound.

2. Somewhat too hazardous.

3. Well played. But for this clever move, Black could easily regain the Kt. given, for suppose,

14. K. Kt. takes Kt.

15. Q. B. takes Kt.

16. Q. B. to Q. Kt. fourth

17. B. takes Q. R. P.

14. Q. takes K. Kt.

15. K. R. to B. second

16. P. to Q. R. fourth

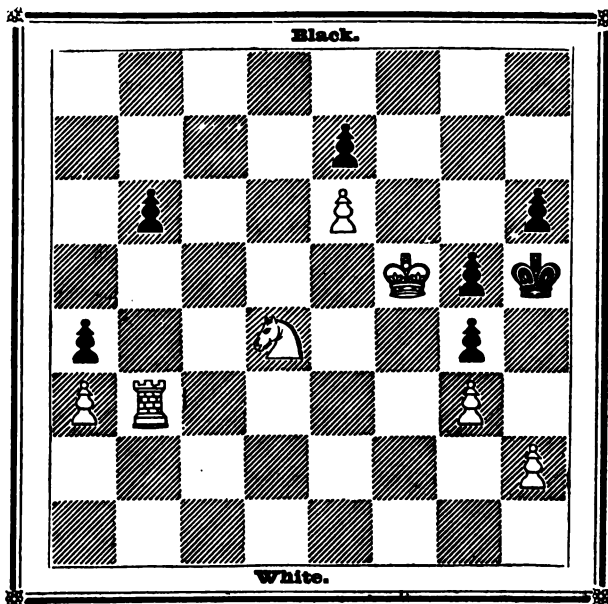
17. K. B. to Q. Kt. square

And Black recovers a Piece, and has a fine game.

- (d) Taking the Q. Kt. with Q. would have been bad play.
 (e) He might have played Q. B. to Q. Kt. fifth, but that would have given Black time to strengthen his attack.
 (f) Kt. to Q. fifth would also have been a good move.
 (g) He would otherwise have lost a piece.
 (h) If Black had ventured to attack the Q. and R. with his B., he would have lost the game.

PROBLEM, No. 11.

By a young Amateur of Brighton College.



White playing first, to Mate in four moves.



Pretty specimen of the Pawn and two moves, between Captain HARRY WILSON, and the PRESIDENT of the Richmond Chess Club.

(Remove Black's K. B. Pawn.)

White. (PRESIDENT.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to Q. B. third
5. P. takes P.
6. B. to Q. second
7. Kt. takes B.
8. Q. to K. R. fifth (check)
9. Q. to R. sixth
10. Q. to K. third
11. Q. to K. B. fourth
12. P. to K. fifth
13. K. Kt. to B. third
14. P. to K. Kt. fourth (c)
15. Castles on K.'s side
16. Q. to K. Kt. third
17. Kt. takes Kt.
18. Q. R. to Q. square
19. Kt. to K. Kt. fifth
20. Kt. takes K. R. P.
21. B. takes P. (check)
22. Q. to K. R. fourth (check)
23. K. to Kt. second (e)
24. B. to R. fifth
25. Q. to K. B. sixth
26. Q. R. checks
27. P. to K. R. third
28. Kt. to his fifth (g)

Black. (Captain W.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. P. takes P.
5. B. checks
6. B. takes B. (check)
7. Kt. to K. second
8. P. to K. Kt. third
9. Kt. to his square (a)
10. Kt. to K. second
11. P. to Q. fourth
12. Q. Kt. to B. third
13. Kt. to K. B. fourth (b)
14. K. Kt. to R. fifth
15. R. to K. B. square
16. Kt. takes Kt. (check)
17. Q. to her Kt. third
18. B. to Q. second
19. Kt. takes Q. P.
20. R. to K. B. sixth (d)
21. K. to Q. square
22. K. to B. second
23. R. to K. Kt. square
24. Kt. to K. B. fourth (f)
25. Q. to Q. Kt. fifth
26. K. to Kt. third
27. Q. to K. fifth

And Black mates in two moves.

Notes.

- (a) Tempting the adverse Q. to K. Kt. seventh, and then purposing to force an exchange of Queens by playing his own to K. B. third.
 (b) To enable him to Castle.
 (c) Well meant.
 (d) Black tries to keep up the pressure on his opponent, but in the meanwhile his own state is much exposed.

(e) This is losing precious time. Why not check at once with the Rook, and then move the Q. to K. seventh?

(f) Captain Wilson calls this "a pleasant and opportune glissade."

(g) Fatal. K. to Kt. square would have given him breath for a short time, but he forgot the "double rap."



Continuation of the Games in a Match between
Captain KENNEDY and MR. LOWE.

GAME THE SEVENTH.

Black. (Mr. L.)

1. P. to K. B. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. Q. Kt. to B. third
5. P. to K. fourth
6. Q. takes P.
7. K. B. to Q. Kt. fifth
8. B. takes Kt.
9. K. P. takes P.
10. Castles
11. R. to K. square (check)
12. B. to K. third
13. Q. to her third
14. K. Kt. to Q. fourth
15. K. Kt. to Q. Kt. third (b)
16. Kt. takes Q. P.
17. P. to Q. B. fourth
18. B. to Q. second
19. R. takes R.
20. P. to K. R. third
21. K. to R. square
22. Kt. to Q. fourth
23. Kt. to K. sixth
24. R. to K. third (d)
25. Q. to her fourth
26. Kt. to Q. B. fifth
27. R. takes R. (check)
28. Q. takes B.
29. Q. to K. third
30. Q. to K. fourth

White. (Capt. K.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. B. third
4. P. to K. third
5. P. takes Q. P.
6. Q. Kt. to B. third
7. Q. B. to Q. second
8. B. takes B.
9. P. takes P.
10. Q. to her R. fourth (a)
11. K. to B. second
12. K. Kt. to R. third
13. K. B. to Q. third
14. K. R. to K. square
15. Q. to Q. square
16. K. to Kt. square
17. Kt. to his fifth
18. R. takes R. (check)
19. K. to R. square
20. Kt. to R. third
21. Kt. to his square (c)
22. Kt. to K. second
23. Q. to her second
24. Kt. to his third
25. R. to K. square
26. K. B. takes Kt.
27. Q. takes R.
28. P. to K. R. third
29. Q. to her second
30. P. to K. B. fourth

Black. (Mr. L.)

31. Q. to her third
32. P. to Q. Kt. third
33. P. takes P.
34. Q. takes B.
35. P takes Q.
36. K. to Kt. square
37. P. to K. Kt. third
38. K. to B. second
39. K. to his third
40. K. to Q. fourth
41. P. to K. R. fourth
42. B. to Q. Kt. fourth (check)
43. P. to Q. R. fourth
44. P. to Q. R. fifth
45. B. to Q. sixth
46. B. to Q. B. seventh
47. K. to Q. B. fifth
48. K. to B. sixth
49. K. to Q. Kt. sixth

White. (Capt. K.)

31. P. to Q. Kt. fourth
32. P. takes P.
33. B. takes Kt.
34. Q. takes Q.
35. K. to Kt. square
36. K. to B. second
37. Kt. to B. square
38. Kt. to Q. second
39. P. to K. Kt. fourth
40. P. to K. Kt. fifth
41. K. to his second
42. K. to B. third
43. P. to Q. R. third
44. P. to K. R. fourth
45. K. to B. second
46. Kt. to K. B. third
47. Kt. to K. fifth (check)
48. Kt. to K. B. third

And wins.

Notes.

(a) This could hardly be with the idea of catching the Q. by B. to Q. B.'s fourth, but rather, we presume, to enable him to Castle on the Q.'s side, if needful.

(b) Winning at least a Pawn. Much better play than taking the K. R. P. with the Queen,

(c) All this is very unlike Captain Kennedy's best play.

(d) And why not take the K. B. P. with the Kt., winning easily?



GAME THE EIGHTH.

Between the same players.

White. (Capt. K.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. third
4. Q. Kt. to B. third

Black. (Mr. L.)

1. P. to Q. fourth
2. P. to K. third
3. K. Kt. to B. third
4. P. to Q. B. third (a)

White. (Capt. K.)

5. K. Kt. to B. third
6. P. to Q. Kt. third
7. Q. B. to Q. Kt. second
8. K. B. to K. second
9. Castles
10. P. to K. fourth (b)
11. K. Kt. to Q. second
12. P. to K. Kt. third
13. P. to Q. B. fifth
14. Q. Kt. takes P.
15. Kt. takes Kt.
16. K. B. to K. R. fifth (check)
17. Q. P. takes P. (d)
18. P. to K. sixth (e)
19. K. B. to K. Kt. fourth
20. P. takes Kt.
21. P. takes Q. B., and "Queens"
(giving double check.)
22. Q. takes K. Kt. P. (check)
23. Q. takes K. P.
24. B. to K. fifth
25. B. takes B.
26. Q. R. to Q. square
27. P. to Q. Kt. fourth (f)
28. Q. R. to Q. eighth (check)
29. Q. takes Q.
30. R. takes R.

Black. (Mr. L.)

5. K. B. to Q. third
6. Q. Kt. to Q. second
7. P. to K. R. third
8. P. to Q. R. third
9. P. to K. Kt. fourth
10. P. takes P.
11. Q. to Q. B. second
12. P. to K. fourth
13. K. B. to K. second
14. Kt. takes Kt.
15. P. to K. B. fourth (c)
16. K. to Q. square
17. K. B. P. takes Kt.
18. K. R. to K. B. square
19. P. to K. R. fourth
20. P. takes B.
21. K. takes second Q.
22. K. to Q. Kt. square
23. B. takes P.
24. B. to Q. third
25. Q. takes B.
26. Q. to Q. B. fourth
27. Q. to K. B. fourth
28. K. to Q. B. second (g)
29. R. takes Q.

And White wins.

Notes.

- (a) This is a poor, drivelling, style of play.
- (b) Well played. Foreseeing the sure regain of a Pawn immediately.
- (c) An egregious error.
- (d) Ingenious.
- (e) Now, the great utility of White's seventh move, Q. B. to Q. Kt. second, is clearly manifest.
- (f) This move is well conceived and adds much to Black's embarrassment.
- (g) We should have thought that K. to R. second, by which a Pawn only is lost, was preferable to this which costs a Rook.



GAME THE NINTH.

Between the same Opponents.

Black. (Mr. L.)

1. P. to K. fourth
2. P. to Q. B. fourth
3. P. to K. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. K. B. to Q. third
7. Castles
8. Q. to K. second
9. P. to Q. Kt. third
10. Q. B. to Q. Kt. second (a)
11. Kt. takes Kt.
12. K. to R. square
13. Kt. to Q. square
14. Q. B. takes B.
15. B. to K. B. second (c)
16. P. to K. fifth
17. K. to Kt. square
18. Q. B. to K. Kt. third
19. K. P. takes P.
20. R. to Q. Kt. square
21. Kt. to K. third
22. K. to B. square
23. Kt. takes Kt
24. K. to Kt. square
25. K. B. to Q. B. second
26. R. to K. B. square
27. R. to K. B. second
28. K. to R. second
29. Q. to K. third
30. P. takes Q.
31. P. to K. B. fifth
32. Q. B. to K. R. fourth
33. P. to K. B. sixth
34. R. to K. B. fifth
35. R. takes K. B. P.
36. Q. B. takes R.

White. (Capt. K.)

1. P. to K. third
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to R. third
5. P. to K. B. fourth
6. K. B. to K. second
7. Castles
8. P. to Q. third
9. K. B. to his third
10. Q. Kt. to Q. fifth
11. K. B. takes Kt. (check)
12. Kt. to K. Kt. fifth
13. Kt. takes K. R. P. (b)
14. Kt. takes R
15. Q. to K. B. third (d)
16. Q. to K. R. third (check)
17. Kt. to K. R. seventh
18. Kt. to K. Kt. fifth
19. Q. to K. B. third
20. Q. to Q. fifth (check)
21. B. to Q. second
22. Q. takes P. at Q. third
23. P. takes Kt.
24. B. to Q. B. third
25. K. R. to K. B. third
26. Q. to Q. fifth (check)
27. P. to K. R. fourth
28. Q. R. to K. square
29. Q. takes Q.
30. P. to K. fourth
31. P. to K. fifth
32. K. R. to K. B. second
33. P. takes P
34. Q. R. to K. fourth
35. R. takes R.
36. R. to K. B. fourth

Black. (Mr. L.)

37. Q. B. to K. R. fourth
 38. P. to Q. Kt. fourth
 39. Q. B. to K. seventh
 40. K. to K. Kt third
 41. K. B. to Q. Kt. third
 42. Q. B. takes Q. Kt. P.

White. (Capt. K.)

37. R. to K. B. eighth
 38. P takes P.
 39. P. to Q. R. fourth
 40. R. to Q. B. eighth
 41. P. to Q. R. fifth
 42. P takes K. B

And White wins

Notes

(a) Black would have played very ill to advance his K. P. at this point, because of the adversary's threatened check with his Queen at her fifth after the exchange of Pawns.

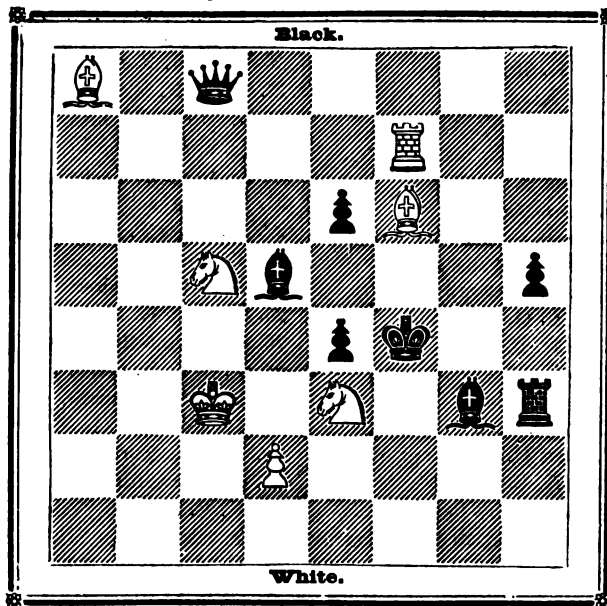
(b) This is extremely well played, since it is not at all easy to see how White can possibly avoid the loss of his two minor pieces for the Rook.

(c) Closing up, apparently, the only outlet for White's Kt.

(d) It was this mode of escape White foresaw when he took the K. R. Pawn, and which enables him to come off the winner of the "exchange" and a clear Pawn, to say nothing of the advantage gained in position.

PROBLEM, No. 12.

By an Amateur of India.



White to play, and Mate in five moves.



GAME THE TENTH.

Between the same Opponents.

White. (Capt. K.)

1. P. to Q. fourth
2. P. to K. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to Q. third
6. Castles
7. P. to Q. B. fourth
8. P. to Q. B. fifth
9. Q. B. to K. B. fourth
10. Q. B. to K. Kt. third
11. Q. Kt. to B. third
12. Q. Kt. takes Kt.
13. Q. B. takes Q. B. P.
14. Kt. to K. fifth
15. Q. R. takes Q.
16. Kt. takes Kt.
17. K. R. to K. square (*b*)
18. P. to K. B. fourth
19. K. B. to Q. R. sixth (*c*)
20. K. B. to Q. third
21. K. R. to K. third
22. Q. B. to K. fifth
23. K. B. to Q. B. second
24. K. R. to Q. Kt. third (*d*)
25. K. to B. second
26. P. takes P. (*e*)
27. K. R. to K. B. third
28. P. to K. R. third
29. P. to K. Kt. fourth
30. K. takes P.
31. P. to Q. Kt. third
32. B. takes B.
33. Q. R. to K. B. square
34. K. to B. fourth
35. Q. R. to K. B. second
36. R. takes R.

Black. (Mr. L.)

1. P. to K. third
2. P. to Q. fourth
3. Q. takes P. (*a*)
4. K. Kt. to B. third
5. Q. B. to Q. second
6. K. B. to Q. third
7. Q. to K. R. fourth
8. K. B. to K. second
9. K. Kt. to Q. fourth
10. Castles
11. P. to K. B. fourth
12. K. P. takes Kt.
13. Q. Kt. to B. third
14. Q. takes Q.
15. Q. B. to K. third
16. P. takes Kt.
17. K. to B. second
18. K. R. to K. square
19. Q. B. to his square
20. Q. B. to Q. second
21. K. B. to his third
22. P. to Q. R. fourth
23. Q. R. to his second
24. P. to K. R. fourth
25. P. to K. Kt. fourth
26. K. B. takes P.
27. K. to Kt. third
28. P. to K. R. fifth
29. P. takes P. (in passing) (*f*)
30. Q. R. to Q. Kt. second
31. K. B. to his third
32. K. takes B.
33. K. R. to Kt. square (check)
34. K. R. to K. Kt. seventh
35. R. takes R.
36. Q. B. to K. third

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr. L.)
37. P. to Q. R. third	37. R. to K. R. second
38. R. to K. B. third	38. R. to K. Kt. second
39. R. to K. Kt. third	39. R. to K. R. second
40. R. to Q. third (<i>g</i>)	40. R. to K. R. fifth (check)
41. K. to Kt. third	41. K. to Kt. fourth
42. K to Kt. second	42. P. to K. B. fifth
43. R. to K. B. third	43. B. to K. B. fourth
44. B. takes B.	44. K. takes B.
45. R. to Q. third	45. K. to his fifth
46. R. to Q. square	46. R. to K. R. second
47. P. to Q. Kt. fourth	47. P. takes P.
48. P. takes P.	48. R. to Q. Kt. second
49. R. to K. square (check)	49. K. takes P.
50. R. to K. sixth	50. R. to Q. B. second
51. K. to B. third	51. K. to Q. B. sixth
52. R. to K. square	52. P. to Q. fifth
53. K. takes B. P.	53. P. to Q. sixth
54. K. to his fifth (!)	54. R. to K. second (check)

And wins.

Notes.

(a) The only advantage of taking the Pawn thus, instead of in the way recommended by common sense, is, that being likely to involve you in difficulties, it affords a charming opportunity for the display of ingenuity in extricating yourself afterwards.

(b) Already White has acquired a clear Pawn, and an unquestionable superiority in position.

(c) Threatening to win the exchange.

(d) Getting command of this open file, gave additional strength to White's position.

(e) P. to K. Kt. third appears to us safer, although, as Black played in reply, this ought to have been satisfactory enough.

(f) Neither party appears to have been aware that this move properly taken advantage of, costs the game; for example, suppose White had now captured with the Rook, instead of with the King,

30. K. R. takes K. Kt. P.	30. K. to K. R. fourth (best)
31. P. to K. R. fourth	31. B. to Q. square (best) (or A)
32. Q. R. to K. Kt. square	

And Black cannot save the game.

A.

32. Q. R. to K. R. square	31. B. takes K. R. P.
33. B. to Q. square (check)	32. Anything

And mates in a move or two.

(g) White in this, as in several other games of the present unlucky contest, after fairly winning advantages sufficient to decide the game ten times over, suffers them to melt away, and his adversary to take the lead, with a supineness quite inexplicable.

CAPTAIN EVANS' GAMBIT.

ANALYZED BY MR. WALLER.

(Continued from p. 343, vol. ix.)

To prevent confusion we repeat the 15 first moves of Variation II., and will then suppose Black, instead of Castling, to play, 15. K. B. to Q. B. second.

White.

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. B. to Kt. second
10. Q. Kt. to Q. second
11. P. takes P.
12. R. to K. square (check)
13. Q. B. to R. third
14. Q. R. to Q. B. square
15. K. B. to Q. Kt. third
16. Q. Kt. to K. fourth

Black.

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. P. to Q. fourth
11. K. Kt. takes P.
12. B. to K. third
13. Q. to Q. second
14. P. to Q. R. third
15. K. B. to Q. B. second
16. Castles Q. R.

If, instead of, 16. Castles, he were to play his Q.'s Kt. to K. second, intending to Castle on the K.'s side, his game would be less favourable.

For example, 16. Q. Kt. to K. second

17. Q. B. takes Kt.
18. P. to Q. fifth
19. B. takes Kt.
20. Q. takes Q.
21. Kt. to K. B. sixth (check)

17. Kt. takes B.
- if 18. Kt. takes P.
19. Q. takes B.
20. B. takes Q.

Winning the Bishop.

But if 18. B. to K. Kt. fifth

19. P. to Q. sixth
20. Kt. takes P. (check)
21. K. Kt. to K. fifth

19. P. takes P.
20. K. to K. B. square

And wins.

17. K. Kt. to K. fifth
18. P. takes Kt.

17. Kt. takes Kt.

Were he to play, 18. Kt. to K. second, you would get a fine game by first checking with Kt. at Q.'s sixth, and then playing Q. to K. B. third; his best move appears to be

19. Kt. to Q. sixth
 20. B. takes P. (check)
 21. B. takes Kt.
 22. Q. takes B.

18. K. to Q. Kt. square
 19. P. takes Kt.
 20. K. to Q. R. square
 21. B. takes B.

White has recovered the Pawn, and has slightly the advantage in position.

Third Variation.

10. Castles

White can now push Pawn to Q. fifth, with more effect than before playing the Q. Kt., because Black having Castled on the King's side, cannot escape from the attack by Castling on the Queen's side, as proposed by De La Bourdonnais. See, for an illustration of the strength of this attack, a fine game between MM. Horwitz and Kieseritzkij, given in the "Chess Player's Chronicle," and also in the "Handbook," p. 138.

White may also very much cramp his opponent's game by playing P. to K. fifth, the consequences of which I shall next examine.

11. P. to K. fifth

Von Bilguer, in his work on Chess, now recommends the Kt. to be played to K.'s square, but as this is not an obvious move, I think it as well, first, to endeavour to shew the result of keeping it in the centre of the board.

Therefore,

12. P. takes P.

In the first place,

13. Q. Kt. to K. fourth
 14. K. Kt. to Kt. f. fifth
 15. Kt. takes B.
 16. Q. to K. Kt. fourth
 17. B. takes Kt.
 18. Kt. to K. B. sixth (check)
 19. Q. to K. Kt. sixth
 20. P. takes P.
 21. Q. to K. Kt. seventh (check)
 22. P. takes Q. (check)
 23. P. takes R.

12. K. Kt. to Q. fourth
 13. Q. B. to K. third
 14. P. to K. R. third
 15. P. takes Kt.
 16. Q. to K. second
 17. P. takes B.
 18. K. to R. square
 19. P. takes Kt.
 20. Q. to K. B. second
 21. Q. takes Q.
 22. K. to Kt. square

Winning the exchange.

If Black, instead of playing, 13. Q. B. to K. third, were to play K. Kt. to K. second, the game would probably be continued thus—

14. Q. to Q. B. second

13. K. Kt. to K. second

He may now play either,

14. Q. B. to K. third
 14. Q. B. to K. B. fourth
 or 14. K. Kt. to Kt. third

Suppose him to play first—

15. K. Kt. to Kt. fifth
 16. P. to K. sixth
 17. P. takes P. (check)
 18. Q. takes B.

14. Q. B. to K. third
 15. Q. B. to K. B. fourth
 16. B. takes Kt.
 17. K. to R. square

And wins.

Secondly,

15. Q. R. to Q. square
 16. P. to K. sixth
 17. Q. to Q. B. third
 18. Q. Kt. to K. Kt. fifth

14. Q. B. to K. B. fourth
 if 15. Q. to Q. B. square
 16. Q. B. takes P.
 if 16. P. takes P.
 17. R. to K. B. second

And ought to win.

17. Q. to Q. B. third

If he now play, 17. Kt. to K. B. fourth

You play,

18. Q. Kt. to K. Kt. third

And will win a piece ;

but if 17. P. to K. B. third

18. Q. Kt. to K. Kt. fifth
 19. Q. takes B. (check)
 20. Kt. to K. B. seventh (check)
 21. Q. takes R.

18. B. takes B.
 19. K. to R. square
 20. R. takes Kt.

And White has the best of the game,

But if 15. Q. to K. square

it would be bad play in Black to take your Kt. with B., because you would then take his K. B. P. with B. (check), he would then retake B. with K., or retire the K. to R. square ; in either case he would soon lose the game.

16. K. Kt. to R. fourth
 17. Q. takes B.
 18. P. to K. sixth
 19. B. takes P. (check)
 20. Q. to K. Kt. fourth
 21. Kt. to K. B. fifth
 22. Q. B. takes P. (check)
 23. Kt. to K. R. sixth (check)
 24. Q. takes Q.

16. B. takes Kt.
 17. Q. R. to Q. square
 18. P. takes P.
 19. K. to R. square
 20. Kt. to K. Kt. third
 21. Q. takes B.
 22. K. to Kt. square
 23. K. takes B.
 24. K. takes Kt.

White has rather the best of the game.

But if 18. P. to K. B. third

19. Q. R. to Q. seventh
 20. K. R. to Q. square
 21. R. takes R.
 22. Q. B. to R. third

19. K. to R. square
 20. R. takes R.
 21. Q. to K. R. fourth

And White has a fine game.

Suppose, instead of 16. B. takes Kt., he were to play 16. B. to K. Kt. third, Then,

17. P. to K. sixth

If he now play, 17. P. to K. B. third

You play,

18. Q. R. to Q. seventh

With a fine game;

but if 17. P. takes P.

18. B. takes P. (check)

18. B. to B. second

19. Q. to Q. B. third

And wins.

Or if he play, 16. Q. B. to K. third,

Then you play,

17. Kt. to K. B. sixth (check)

17. P. takes Kt.

18. P. takes P.

18. Kt. to K. Kt. third

19. Q. to Q. B. square

And play as he will he cannot save the game.

Thirdly,

15. Q. R. to Q. square

14. K. Kt. to Kt. third

16. Q. Kt. to K. B. sixth (check)

15. Q. to K. second

17. P. takes P.

if 16. P. takes Kt.

18. Q. to Q. second

17. Q. to K. square

19. Q. to K. R. sixth

18. K. to R. square

20. K. Kt. to Kt. fifth

19. K. R. to Kt. square

21. B. takes K B. P.

20. Kt. to K. B. square

And wins.

But if 16. K. to R. square

17. K. Kt. to Kt. fifth

17. Q. Kt. takes P.

If 17. P. takes Kt.

18. P. takes P.

18. Q. to Q. B. fourth

19. Q. R. to Q. fifth

And will win.

18. B. takes Kt.

18. Q. takes B.

19. Kt. takes K. B. P. (check)

19. R. takes Kt.

20. Q. R. to Q. eighth (check)

20. K. R. to B. square

21. Q. takes Kt.

21. Q. takes Kt.

22. Q. takes Q.

22. P. takes Q.

23. R. takes R. (check)

23. K. to K. Kt. second

24. R. to K. Kt. eighth (check)

24. K. to R. third

25. B. to K. sixth

And wins.

In the second place,

13. Q. to Q. B. second

12. K. Kt. to Kt. fifth

14. Q. to Q. B. third

13. Q. Kt. to Q. fifth

15. Kt. takes Kt.

14. Kt. takes Kt. (check)

15. Q. to K. second

Were he, instead of this move, to play 15. Q. B. to K. third, you would recover the Pawn and have a good game, by first taking B. with B., and afterwards, on his retaking B. with P., playing Q. to Q. B. fourth.

- | | |
|-------------------------|----------------------------|
| 16. P. to K. sixth | 16. P. takes P. |
| 17. Q. R. to K. sq. | 17. K. R. to B. third |
| 18. P. to K. R. third | 18. Kt. to K. R. third |
| 19. Kt. to K. Kt. fifth | if 19. Kt. to K. B. second |
| 20. K. B. takes P. | 20. B. takes B. |
| 21. R. takes B. | 21. Q. to Q. B. fourth |
| 22. Q. takes Q. | 22. B. takes Q. |
| 23. B. takes R. | 23. P. takes B. |

White has much the best of the game.

- | | |
|---|----------------------------|
| 20. Q. to Q. Kt. third | If 19. Kt. to K. B. fourth |
| If he play, 20. R. to K. Kt. third, you take K. P. with Kt. | |
| But if 20. Kt. to Q. fifth | |
| 21. B. takes Kt. | 21. B. takes B. |
| 22. B. takes P. (check) | 22. B. takes B. |
| 23. Kt. takes B. | |

And ought to win.

Again, instead of playing, 14. Kt. takes Kt. (check), suppose Black to play,

- | | |
|----------------------------|---------------------------------|
| 15. Q. Kt. to Q. Kt. third | 14. P. to Q. B. fourth |
| 16. P. takes Kt. | 15. Kt. takes Q. Kt. |
| 17. P. to K. sixth | If 15. Kt. takes K. Kt. (check) |
| 18. Q. takes Q. | 16. Kt. to K. R. third |
| 19. P. to K. seventh | 17. Q. to K. B. third |
| 20. Q. B. takes P. | 18. P. takes Q. |
| | 19. R. to K. square |

And Black cannot save the game.

- | | |
|--------------------|-----------------------|
| 16. P. takes Kt. | 16. Q. to K. second |
| 17. P. to K. sixth | 17. P. to K. B. third |

Were he, instead, to take P. with P., your play would be K. R. to K. square, and the result would be similar to that of the leading Variation.

- | | |
|-------------------------|------------------------|
| 18. Kt. to K. R. fourth | 18. P. to K. Kt. third |
| 19. Q. to K. Kt. third | |

In this position White must win.

- | | |
|--------------------------|------------------------------------|
| 20. Kt. takes Kt. P. | If he play, 19. Kt. to K. R. third |
| 21. Q. takes P. (check) | 20. P. takes Kt. |
| 22. Q. takes Kt. (check) | 21. K. to R. square |

And wins.

- | | |
|------------------------|---------------------------|
| 20. P. to K. R. third | If 19. P. to K. B. fourth |
| 21. P. to K. B. fourth | 20. K. B. to Q. B. second |
| 22. Q. to Q. B. third | 21. P. to K. Kt. fourth |

And Black cannot save the game.

I now return to the move recommended by Von Bilguer, of 11. K. Kt. to K. square. While I consider it the safest move Black can adopt at this point, I have strong doubt of its efficacy in securing the Pawn; it certainly baffles for a time White's attack, but in so doing, much confines

his own game. My opinion is, and in which I am confirmed by practice, that it will lead to a draw, and that before Black can escape from the crowd, White will at least recover his Pawn.

Many of the Variations arising from this move, being lengthened before a developed position is obtained, makes this part of the opening difficult to analyze; I therefore only give the following, which appears to me the most apparent mode of continuing the game.

- | | |
|------------------------|-------------------------|
| 12. Q. to Q. B. second | 11. K. Kt. to K. square |
| 13. B. to Q. Kt. fifth | 12. P. to Q. fourth |
| | 13. Q. Kt. to K. second |

This seems a necessary move, for were he, instead, to play, 13. Q. B. to Q. second, he would lose the exchange, by your first taking Kt. with B., and on his retaking B., playing Q. B. to R. third.

- | | |
|-------------------------|--|
| 14. K. Kt. to Kt. fifth | |
|-------------------------|--|

In the first place,

- | | |
|-----------------------|---------------------------|
| 15. K. B. to Q. third | 14. Q. B. to K. B. fourth |
| | 15. B. takes B. |

Were he, instead, to play, 15. Q. to Q. second, or, 15. Q. B. to K. Kt. third, in either case you at once recover the Pawn, by taking K. B. P. with Kt.

- | | |
|--------------------------|----------------------------|
| 16. Q. takes B. | 16. Q. Kt. to K. Kt. third |
| 17. P. to K. sixth | If 16. P. to K. Kt. third |
| 18. Kt. to K. B. seventh | 17. P. to K. B. fourth |
| 19. K. R. to K. square | 18. Q. to Q. B. square |

And White has much the best of the game.

- | | |
|-------------------------------|-----------------------|
| 17. P. to K. B. fourth | 17. P. to K. R. third |
| 18. Kt. takes K. B. P. | 18. K. takes Kt. |
| 19. Q. to K. B. fifth (check) | 19. K. to Kt. square |
| 20. Q. takes Kt. | |

White has recovered the Pawn.

In the second place,

- | | |
|----------------------------|----------------------------|
| 15. P. to K. B. fourth | 14. Q. Kt. to K. Kt. third |
| 16. Kt. takes K. B. P. | if 15. P. to K. R. third |
| 17. P. to K. sixth (check) | 16. K. takes Kt. |
| | 17. Q. B. takes P. |

Were he to take the Pawn with K., he would be mated in a few moves, and were he to play the K. to B. third square your play would be P. to K. Kt. fourth, and his game would still be hopeless.

- | | |
|-------------------------|------------------------|
| 18. P. to K. B. fifth | 18. B. takes P. |
| 19. Q. takes B. (check) | 19. K. Kt. to B. third |
| 20. Q. R. to K. sq. | 20. Q. to Q. third |
| 21. Q. to K. R. fifth | 21. P. to Q. B. third |
| 22. K. B. to Q. third | |

And he cannot save the Knight.

But if 15. P. to K. B. fourth

- | | |
|-------------------------|-----------------------|
| 16. Q. Kt. to Kt. third | 16. P. to K. R. third |
| 17. K. Kt. to R. third | 17. P. to Q. B. third |
| 18. K. B. to Q. third | |

He may now play, 18. K. Kt. to Q. B. second
Or he may play, 18. Q. to K. R. fifth

Suppose him to play first,

- 19. Q. B. to R. third
- 20. P. to K. Kt. fourth
- 21. B. takes Kt.
- 22. B. takes R. (check)
- 23. P. to K. B. fifth
- 24. K. to R. square

- 18. K. Kt. to Q. B. second
- 19. R. to K. B. second
- 20. P. takes P.
- 21. P. takes Kt.
- 22. K. takes B.
- 23. Q. to K. Kt. fourth (check)

White has a good game.

Secondly,

- 19. Q. B. to R. third
- 20. Q. R. to K. square
- 21. P. to K. sixth
- 22. R. takes B.
- 23. K. B. takes P.
- 24. Kt. takes Kt.
- 25. P. to K. Kt. third

- 18. Q. to K. R. fifth
- 19. R. to K. B. second
- 20. K. Kt. to Q. B. second
- 21. Q. B. takes P.
- 22. Kt. takes R.
- 23. Q. Kt. takes K. B. P.
- 24. Kt. takes Kt.

And White ought to win.

Again, instead of playing, 14. Q. Kt. to K. Kt. third, suppose Black to play

- 15. P. takes P. *en passant*
- 16. Q. R. to K. square

- 14. P. to K. B. fourth
- 15. Kt. takes P.

If he play, 16. P. to K. R. third, you then play, 17. Q. B. to R. third.

And if 16. P. to Q. B. third;

You still play,

- 17. Q. B. to R. third
- 18. K. B. to Q. third
- 19. B. to K. R. seventh (check)
- 20. B. to K. Kt. sixth

- 17. K. R. to K. square
- 18. P. to K. R. third
- 19. K. to B. square

And ought to win.

In the third place,

- 15. P. to K. B. fourth
- 16. K. B. to Q. third
- 17. Kt. to Q. Kt. third
- 18. Kt. to K. B. third
- 19. Kt. to K. R. fourth
- 20. Q. takes B.

- 14. P. to K. Kt. third
- 15. Q. B. to K. B. fourth
- 16. Kt. to K. Kt. second
- 17. P. to K. R. third
- 18. Kt. to K. third
- 19. B. takes B.

White, though minus a Pawn, has a good game.

Again, at move 12., instead of playing P. to Q. fourth, suppose Black to play

- 13. Q. B. to K. sq.
- 14. P. to K. sixth
- 15. B. takes P. (check)
- 16. P. to Q. fifth
- 17. R. takes B.

- 12. Q. B. to K. Kt. fifth
- 13. Q. B. to K. R. fourth
- if 14. P. takes P.
- 15. Q. B. to K. B. second
- 16. B. takes B.
- 17. Q. Kt. to K. second
- if 17. Q. Kt. to Kt. fifth
- 18. Kt. takes R. P.

- 18. Q. to K. fourth
- 19. R. to K. R. sixth

And wins.

18. Q. Kt. to K. fourth

|

If he play, 18. Q. Kt. to K. B. fourth

You then play,

19. P. to K. Kt. fourth

And if 18. Q. Kt. to K. Kt. third

18. K. Kt. to K. Kt. fifth
20. Kt. takes Kt. (check)
21. Q. to K. B. fifth

19. K. Kt. to B. third
20. P. takes Kt.

And wins.

But if 14. P. to Q. fourth

15. K. B. to Q. Kt. fifth
16. P. takes P. (check)
17. Q. to Q. R. fourth
18. K. B. takes Kt.
19. Q. to Q. R. third
20. Kt. to K. Kt. fifth
21. K. Kt. to K. sixth
22. Kt. takes K. Kt. P.

15. Q. B. to K. Kt. third
16. R. takes P.
17. Q. Kt. to K. second
18. Q. takes B.
19. Q. to Q. square
20. R. to K. B. fourth
21. Q. to Q. second

And White has recovered the Pawn.

CALVI'S ELEMENTARY LESSONS.

TWENTY-EIGHTH LESSON.

(Concluded from page 30, vol. ix.)

THE SECOND GAME.

White.

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. Kt. to K. fifth
6. K. to B. square

Black.

P. to K. fourth
P. takes P.
P. to K. Kt. fourth
P. to K. Kt. fifth
Q. to K. R. fifth (check)
K. Kt. to R. third

This game, given by Salvio, has been explained by Ponziani, page 125, &c., &c. Nearly all the modern authors speak of it in their works. Instead of this move, Black could push on the gambit pawn. The results arising from this move, shall be analysed in the next lesson.

7. P. to Q. fourth

|

P. to Q. third

Instead of playing P. to Q. third, Black could move the Pawn to K B. sixth. (See Variation.)

8. K. Kt. to Q. third		P. to K. B. sixth
9. P. to K. Kt. third		Q. to K. second

Had Black given check at Rook's sixth, you should play K. to his square. By this play, he would have been forced to withdraw his Queen, because your K. Kt., played to K. B. fourth, would have left her no square to go to; and supposing he did not withdraw the Queen, but moved her to K. Kt. seventh, you move the K. Kt. to B. second, and afterwards play the K. Bishop to his square.

10. Q. Kt. to B. third		P. to Q. B. third
11. P. to K. R. third		P. takes P.

Black could move P. to K. B. fourth, and you should then play as follows:—

<i>B. takes Kt.</i>		<i>B. takes B.</i>
<i>K. P. takes P.</i>		<i>P. takes P.</i>

Evidently having the better game.

12. B. takes Kt.		B. takes B.
13. Q. takes P.		K R. to Kt. sq.
14. K. Kt. to B. second		R. to Kt. third
15. Q. Kt. to K. second		

Your game is to be preferred.

First Variation.

7. P. to Q. fourth		P. to K. B. sixth
8. P. to K. Kt. third		Q. to R. sixth (check)
9. K. to B. second		Q. to Kt. seventh (check)

If, instead of playing K. to B. second, you had played to K. square, Black, by moving Q. to Kt. seventh, would have won the game easily.

10. K. to K. third		P. to K. B. third
--------------------	--	-------------------

In this position, says Salvio, if he move the Pawn to Q. third, you win his Queen for two Pieces, by playing as follows:—

K. B. to B. square		Q. takes R.
B. to Q. Kt. fifth (check)		P. to Q. B. third
Q. takes Q.		

But Ponziani shews, by the following moves, that he only loses a Pawn.

K. B. to B. square		K. Kt. to B. fourth (check)
P. takes Kt.		K. B. to R. third (check)
K. to K. fourth		P. to Q. fourth (check)
K. takes P.		P. to Q. B. third (check)

Black, by pushing on the Q. B. Pawn, prevents your K. Bp. from giving check, and consequently he can take the Rook with his Queen.

K. to K. fourth		Q. takes R.
Q. B. takes B.		Q. takes R. P.
K. Kt. takes Kt. P.		Q. takes Kt. P.
Q. takes doubled P.		Q. takes Q. (check)
K. takes Q.		Q. B. takes P.

In this position, you are superior in value to Black by one Pawn. At the tenth move, Black, instead of playing P. to K. B. third, could push it on the K. B. fourth. In that case, you could play K. Kt. to Q. third.

11. Kt. to Q. third		K. Kt. to B. second
12. K. Kt. to B. fourth		K. B. to R. third
13. K. to Q. third		B. takes Kt.

Black, to save his Queen, is forced to lose moves, allowing you time to bring out your Pieces.

14. B. takes B.		P. to Q. B. third
-----------------	--	-------------------

If, instead of this move, he had pushed on the Q. P. to Q. third, you should play the Q. Kt. to B. third, and afterwards to Q. fifth; for he could not move his Q. B. Pawn one square, without losing his Q. Pawn.

15. P. to K. fifth		P. takes P.
16. P. takes P.		P. to Q. Kt. fourth
17. B. takes Kt. (check)		K. takes B.
18. Kt. to B. third		R. to K.
19. Q. to Q. second		

Your game is preferable to that of your adversary.

PROBLEM, No. 57.

White.

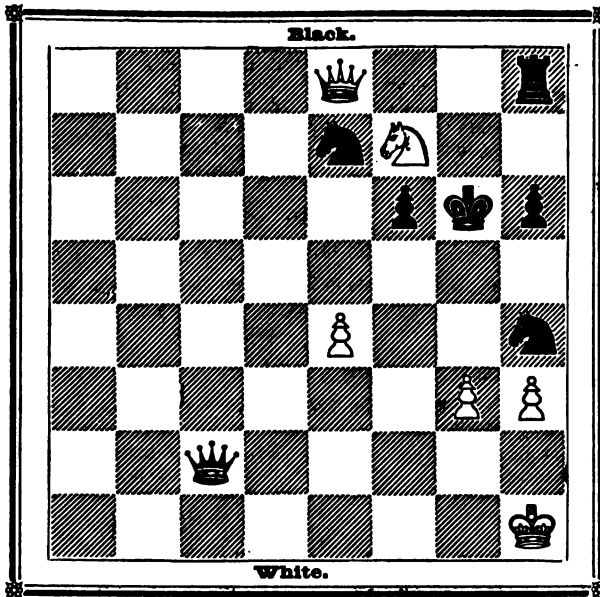
K. on K. Kt. square
 Q. on K. B. fourth
 Kt. on K. B. third square
 B. on K. B. fifth
 Pawns on K. R. second, K.
 Kt. third, Q. B. third

Black.

K. on K. seventh
 Q. on K. R. sixth
 Kt. on K. Kt. fifth
 B. on Q. Kt. second
 B. on Q. R. sixth and
 P. on Q. B. seventh

White to Mate in three moves.

PROBLEM, No. 58.



White to Mate in four moves.

[CALVI.

SOLUTIONS TO PROBLEMS

CONTAINED IN OUR LAST VOLUME.

No. 69, p. 320.

In this position a valued correspondent submits that mate may be given in four moves, as follows:—

WHITE.		BLACK.	
Q. to K. R. fifth (check)		Kt. to Q. fourth	
If Black move his King, Queen mates at K. second; if he cover check with Pawn, or with Queen, or with Kt. at K. B.'s fourth, Queen mates at K. second; if he cover check with Bp., Q. takes Bp. and mates next move.			
Q. to K. eighth (check)		K. to Q. R. third (best)	
Q. to Q. B. eighth (check)		K. to Kt. fourth	
B. to his own square			

Mate.

No. 70, p. 320.

- | WHITE. | BLACK. |
|------------------------------------|--------------------|
| 1. Q. to Q. B. square (check) | K. to R. seventh |
| 2. Q. takes P. (check) | P. takes Q. |
| 3. Kt. takes Kt. (check) | K. to R. eighth |
| 4. Kt. to K. second (dis. check) | B. takes B. (best) |
| 5. R. to K. R. square (check) | K. to R. seventh |
| 6. Kt. to Q. B. square (check) | K. to R. eighth |
| 7. Kt. to Kt. third (double check) | K. to R. seventh |
| 8. R. to Q. R. (check) | B. takes R. |
| 9. Knight to B. square | |

Mates.

No. 71, p. 323.

This appears to us easily solvable in half the number of moves; for suppose,

- | WHITE. | BLACK. |
|--|-----------|
| 1. P. to Q. B. fourth | Any move. |
| 2. Mates with P., or Kt., or B., according to Black's last move. | |

No. 72, p. 326.

- | WHITE. | BLACK. |
|---------------------------------|------------------------------|
| 1. Q. to K. square (check) | Kt. to Q. Kt. seventh (best) |
| 2. Q. takes Kt. (check) | K. to Kt. eighth |
| 3. Q. takes Q. (check) | K. takes Q. |
| 4. P. to Kt. seventh | P. to R. sixth |
| 5. P. Queens | P. to R. seventh |
| 6. K. to Kt. sixth | K. to Kt. eighth |
| 7. K. to B. fifth (dis. check) | K. to R. eighth (best) |
| 8. K. to Kt. fourth | K. to Kt. seventh |
| 9. K. to B. fourth (dis. check) | K. to R. eighth (best) |
| 10. K. to Kt. third | K. to Kt. eighth |
| 11. Q. to K. R. second | |

[And wins.

No. 73, p. 329.

- | WHITE. | BLACK. |
|--|-----------------|
| 1. Kt. from R. second to Q. Kt. fourth (check) | K. to his fifth |
| 2. P. takes P. (check) | K. to B. fifth |
| 3. Kt. to Q. third (check) | R. takes Kt. |
| 4. R. takes Kt. (check) | R. to Q. fifth |
| 5. R. takes R. (check) | B. to K. fifth |
| 6. R. takes Kt. | P. to K. fourth |
| 7. Kt. to Q. Kt. fourth | B. moves |
| 8. Kt. to Q. fifth | |

Double check and mate.

No. 74, p. 336.

- | WHITE. | BLACK. |
|---------------------------------|--------------------|
| 1. R. to Q. fourth | Q. takes R. (best) |
| 2. Kt. to K. B. fifth (check) | K. to K. fourth |
| 3. Kt. to K. B. seventh (check) | K. to his third |
| 4. Kt. to K. Kt. seventh | |

Mates.

No. 75, p. 351.

- | WHITE. | BLACK. |
|-------------------------------|---------------------------|
| 1. B. to Q. fifth | P. takes B. (best) |
| 2. R. to R. square (check) | K. to Kt. square (best) |
| 3. Q. to K. seventh | Q. takes Q. (A) |
| 4. R. to Q. B. eighth (check) | Q. to K. B. square (best) |
| 5. R. to K. R. eighth (check) | K. takes R. |
| 6. R. takes Q. | |

Mates.

(A)

- | | |
|---------------------|-------------------------|
| Q. takes Q. (check) | R. takes K. Kt. P. (if) |
| R. to Q. B. seventh | K. to B. second |

Mating next move.

No. 76, p. 351.

- | WHITE. | BLACK. |
|------------------------|----------|
| 1. B. to Q. sixth | K. moves |
| 2. K. to K. square | " |
| 3. P. to K. B. fourth | " |
| 4. B. to Q. B. seventh | " |
| 5. Bp. mates. | " |

No. 77, p. 352.

- | WHITE. | BLACK. |
|-------------------------------|----------------------------|
| 1. R. to Q. eighth (check) | K. to K. second (best) |
| 2. B. to K. Kt. fifth (check) | Q. to K. B. third |
| 3. B. takes Q. (check) | K. takes B. |
| 4. R. to K. eighth | P. to Q. Kt. fourth (best) |
| 5. B. to Q. Kt. square | Anything |
| 6. P. or R. mates. | |

No. 78, p. 352.

- | WHITE. | BLACK. |
|--|--------------------------|
| 1. B. to K. second (check) | K. moves |
| 2. B. to B. third (check) | K. takes B. |
| 3. Q. takes P. (check) | P. covers or Q. takes Q. |
| 4. If Pawn cover, Queen takes Pawn mating—If Q. takes Q. | |

White castles and mates.

No. 79, p. 375.

- | WHITE. | BLACK. |
|-------------------------------|-------------------|
| 1. B. to Q. fourth (check) | K. to Q. R. third |
| 2. Q. to her R. fifth (check) | K. takes Q. |
| 3. R. to Q. R. third (check) | K. to Kt. fifth |
| 4. B. to Q. B. fifth (check) | K. to B. fifth |
| 5. P. takes P. | |

Mates.

18. Q. Kt. to K. fourth

|

If he play, 18. Q. Kt. to K. B. fourth

You then play,

19. P. to K. Kt. fourth

And if 18. Q. Kt. to K. Kt. third

18. K. Kt. to K. Kt. fifth

19. K. Kt. to B. third

20. Kt. takes Kt. (check)

20. P. takes Kt.

21. Q. to K. B. fifth

And wins.

But if 14. P. to Q. fourth

15. K. B. to Q. Kt. fifth

15. Q. B. to K. Kt. third

16. P. takes P. (check)

16. R. takes P.

17. Q. to Q. R. fourth

17. Q. Kt. to K. second

18. K. B. takes Kt.

18. Q. takes B.

19. Q. to Q. R. third

19. Q. to Q. square

20. Kt. to K. Kt. fifth

20. R. to K. B. fourth

21. K. Kt. to K. sixth

21. Q. to Q. second

22. Kt. takes K. Kt. P.

And White has recovered the Pawn.

CALVI'S ELEMENTARY LESSONS.

TWENTY-EIGHTH LESSON.

(Concluded from page 30, vol. ix.)

THE SECOND GAME.

White.

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. Kt. to K. fifth
6. K. to B. square

Black.

- P. to K. fourth
- P. takes P.
- P. to K. Kt. fourth
- P. to K. Kt. fifth
- Q. to K. R. fifth (check)
- K. Kt. to R. third

This game, given by Salvio, has been explained by Ponziani, page 125, &c., &c. Nearly all the modern authors speak of it in their works. Instead of this move, Black could push on the gambit pawn. The results arising from this move, shall be analysed in the next lesson.

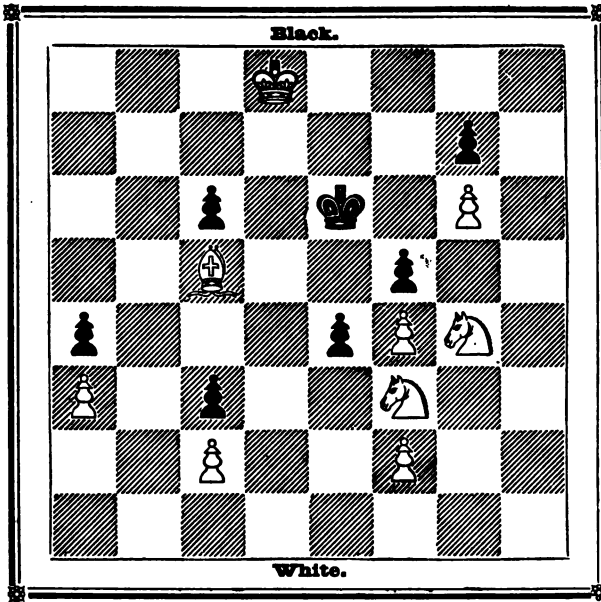
7. P. to Q. fourth

|

P. to Q. third

PROBLEM, No. 13.
By an AMATEUR of India.

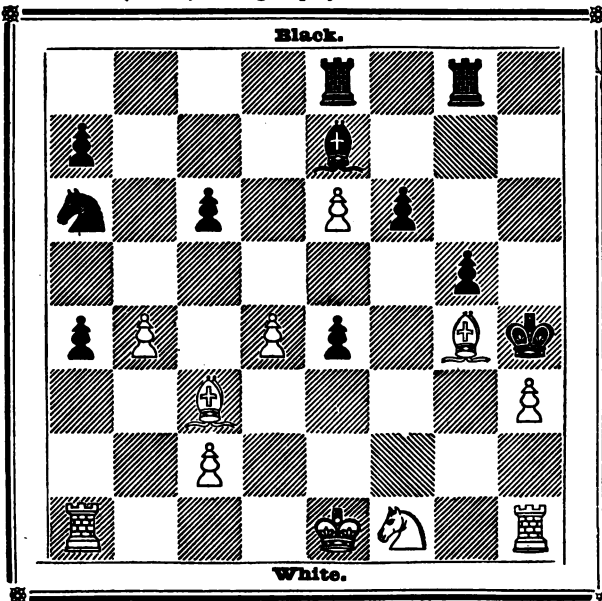
63



White playing first, Mates in six moves.

PROBLEM, No. 14.

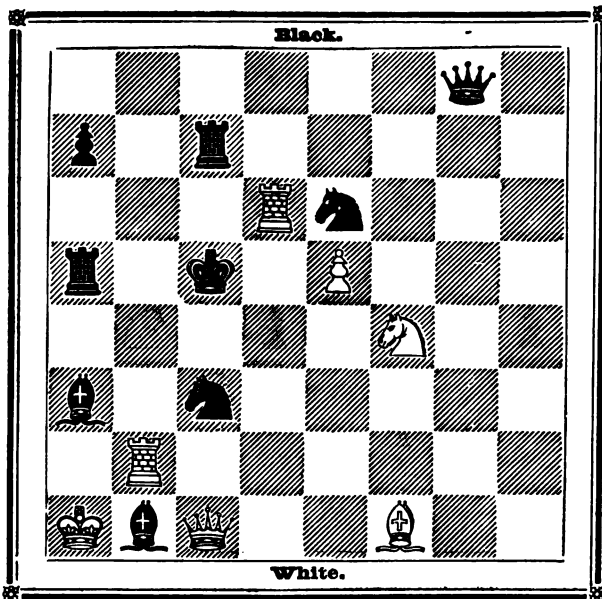
angular position at the end of a game between Mr. Kling and an Amateur; the former (White) having to play, announced Mate in three moves.



White to play, and Mate in three moves.

PROBLEM, No. 15.

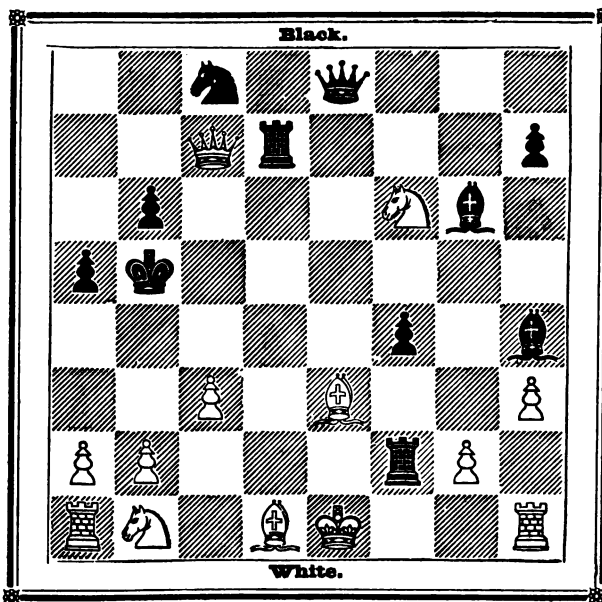
By HERR KLING.



White to play, and compel Black to Mate in seven moves.

PROBLEM, No. 16.

By Mr. F. DRACON of Bruges.



White to play, and Mate in seven moves.

A

CHESS TOURNAMENT.



NOVEL and interesting Chess Match has lately been concluded at Mr. Ries' Divan, which we trust will be speedily followed by others of a similar nature in some of our best Provincial Clubs. The idea of a Grand Chess Tournament has been for some time past in contemplation by several of the leading Metropolitan players; and this which we have now the pleasure of recording (although arranged upon a very limited scale, and not conducted by players of the highest class), may be looked upon, we trust, as a preparatory step to a greater undertaking of the same description.

The Match was agreed to be played by twelve of the players frequenting Ries' magnificent Chess Divan in the Strand, and the following rules were unanimously agreed to:—

A prize to be given to each of the *three* most successful combatants, from a fund to be formed by subscription.

The first or highest prize to be one-half of the amount subscribed.

The second do. one-third.

The third do. one-sixth.

The *plan* upon which the contest was to be conducted, was as follows:—

The twelve competitors to be paired off *by lot*, to form six tables or matches, to be played simultaneously.

The six players winning two out of three (exclusive of drawn) games, to be declared the victors in this *First Section* of the contest. The six losers to be excluded from further participation in the match.

The six winners then to be paired off *by lot* as before, to form *three* tables or matches, to be played simultaneously.

The three winners of the first two games to be declared victors in this, the *Second Section* of the match, and these three to be entitled to the *three prizes*.

Lastly, to decide who shall have the *first*, who the *second*, and who the *third prize*, a *pool* to be played in the usual way, viz., the winners of two

consecutive games to be entitled to the *first* prize. The remaining two players then to contend for the *second* prize. The first winner of two games, as before, to be declared the victor, the loser, of course, to receive the *third* prize.

NAMES OF THE PLAYERS.

Henry Thomas Buckle.	J. H. S. Bird.
John Finch.	J. G. Wise.
Arthur Simons.	J. R. Medley.
George W. Medley.	E. Williams.
M. J. W. Tuckett.	Ed. Flower,
C. J. Smith.	Edward Lowe.

The twelve above-named parties agree to the foregoing arrangement, as well as to the following rules and regulations:—

1. That each player pay 5s. entrance in aid of the fund, exclusively of what he may have otherwise contributed.
2. All contributions to be paid up before the contest is entered into.
3. All the games to be played at Ries' Divan.
4. The days and time of meeting—Any three days of the week, and at such hours as the parties may agree on, but not later than 6 p.m.
5. Any party failing to attend within *half-an-hour* of the time mutually agreed on, to forfeit 5s. for each and every non-attendance, to his adversary.
6. *One Game* at least to be played during a sitting, by each couple of combatants, or the play to continue *for six hours*.
7. A game not finished on the day it is commenced, to be continued the following day; the party to agree on the hour of meeting. The penalty of non-attendance within half-an-hour of the time appointed in this case, shall be the forfeiture of the game.
8. For any non-attendance, a medical certificate will exempt from penalty.
9. Each party to take their games down in a book provided for the purpose, or to procure a person to do so.
Captain W. D. Evans appointed referee in case of dispute.
Mr. Ries, Treasurer.

The twelve players having drawn lots who should be opposed to each other, the result was as follows:—

Messrs. Buckle and C. J. Smith—Won by Mr. Buckle.
Messrs. Finch and J. R. Medley—Won by Mr. J. R. Medley.
Messrs. Williams and Flower—Won by Mr. Williams.
Messrs. Lowe and Simons—Won by Mr. Lowe.
Messrs. Geo. Medley and Bird—Won by Mr. G. Medley.
Messrs. Tuckett and Wise—Won by Mr. Tuckett.

The following were the Games played in the First Section:—



French
Opening.

GAME THE FIRST.

Between Messrs. BUCKLE and C. F. SMITH.

Black. (Mr. SMITH.)

1. P. to K. fourth
2. P. to Q. B. fourth
3. K. Kt. to B. third
4. P. to Q. fourth
5. Kt. takes P.
6. Kt. takes Q. Kt.
7. Q. to K. R. fifth (a)
8. K. to Q. square (b)
9. Q. to K. R. fourth
10. P. to K. fifth
11. K. B. to Q. third
12. Q. B. to K. R. sixth
13. Q. to B. sixth (d)
14. Q. to K. B. third
15. P. to K. Kt. fourth
16. P. to K. R. fourth (e)
17. B. takes Kt.
18. P. to K. R. fifth
19. R. P. takes P.
20. R. takes P. (check) (f)
21. Q. to K. B. seventh (check)
22. B. takes P. (check)
23. P. to K. Kt. fifth (check)
24. Q. Kt. to Q. second
25. B. takes Q.
26. K. to K. second
27. Kt. to K. B. third
28. R. to K. Kt. square
29. Kt. to K. Kt. fifth (check)

Black. (Mr. BUCKLE.)

1. P. to K. third
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. takes P.
5. K. B. to Q. B. fourth
6. Q. Kt. P. takes Kt.
7. Q. to Q. R. fourth (check)
8. K. Kt. to B. third
9. Castles (c)
10. Kt. to K. square
11. P. to K. Kt. third
12. Kt. to K. Kt. second
13. Kt. to K. R. fourth
14. K. R. to K. square
15. Kt. to Kt. second
16. K. B. to Q. fifth
17. K. takes B.
18. Q. takes K. P.
19. K. B. P. takes P.
20. K. takes R.
21. Q. interposes
22. K. to R. third
23. K. takes P.
24. Q. takes Q.
25. K. R. to R. square
26. K. to B. third
27. P. to Q. B. fourth
28. K. takes B.
29. K. to his second

White won the game.

Notes.

(a) This was premature, and involved the displacement of Black's King.

(b) By interposing either the B. or Kt., he would evidently have lost his Queen.

(c) Castling at this moment was not prudent, since it subjects White to a fierce and dangerous attack.

(d) Tempting, certainly, but we should have preferred bringing more force into the field. The Kt. played to Q. second, for example, would presently have proved an invaluable auxiliary.

(e) Here Black appears to us to play without due foresight. It was all important for him to preserve the centre Pawn, which he might have done, and at the same time have kept his adversary under great restraint, by now planting the Q. at K. B. sixth, *ex. gr.*—

16. Q. to K. B. sixth

17. P. to K. R. fourth

16. K. B. to his square

and we prefer Black's game, for White cannot change Queens in this situation without losing a Piece, and must in any case have a very difficult defence.

(f) This seems mere desperation, the being "frightened out of fear." Why not rather play out the Pieces? surely that "carpet Knight" must have had enough of home service.



GAME THE SECOND.

Between the same Players.

Black. (Mr. BUCKLE.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. to B. third
5. P. to Q. third
6. P. to K. R. third
7. Q. B. to K. Kt. fifth
8. K. B. to Q. Kt. third
9. Castles
10. P. takes K. B.
11. Kt. to K. R. second
12. P. to K. B. fourth
13. Q. R. P. takes B.
14. P. takes K. P.
15. B. takes K. Kt.
16. P. to K. Kt. third (d)
17. Kt. to Kt. fourth
18. K. to R. second
19. P. to K. B. third

White. (Mr. SMITH.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. to Q. third
6. Castles
7. Q. B. to K. third
8. K. B. to Q. Kt. fifth (a)
9. K. B. takes Q. Kt.
10. Q. to K. second
11. Q. Kt. to Q. square (b)
12. B. takes B. (c)
13. Q. Kt. to K. third
14. P. takes P.
15. P. takes B.
16. K. to R. square
17. K. R. to K. Kt. square
18. K. R. to K. Kt. third
19. K. to K. Kt. second

Black. (MR. BUCKLE.)

20. P. to K. R. fourth
21. Kt. to K. third (e)
22. Kt. to K. B. fifth
23. Q. to K. B. second
24. Q. R. takes Q. R. P.
25. Kt. takes Kt.
26. K. R. to K. Kt. square
27. K. R. to Q. R. square (g)
28. Q. R. to his eighth
29. R. takes Q.
30. P. to K. R. fifth (h)
31. P. to K. Kt. fourth
32. K. to K. R. third
33. Q. to K. B. fifth
34. K. to R. fourth (i)
35. P. to K. Kt. fifth

White. (MR. SMITH.)

20. Q. R. to K. Kt. square
21. K. to R. square
22. Q. to Q. B. fourth
23. Q. to K. B. square (f)
24. Kt. to K. Kt. second
25. Q. R. takes Kt.
26. Q. to Q. Kt. square
27. Q. R. to K. Kt. square
28. Q. takes R.
29. R. takes R.
30. R. to K. R. third
31. Q. R. to K. Kt. square
32. P. to Q. Kt. third
33. Q. R. to Q. square
34. K. to Kt. second

Black won the game.*

Notes.

(a) We cannot understand the object of this move.

(b) Better, we should think, to drive the Q. B. back to K. Kt. third by P. to K. R. third, and P. to K. Kt. fourth, or compel him to capture the Kt.

(c) P. to K. R. third would now be unavailing, as Black would not retreat his Bishop, but take the K. P. with Pawn. White has now a cramped and uncomfortable game.

(d) A prudent precaution. The Kt. might prove troublesome if he ever got firm footing on his K. B. fifth.

(e) Threatening a decisive blow, by checking King and Queen at once.

(f) He dare not leave this diagonal, or the Black Kt. would march immediately to K. seventh, gaining the exchange.

(g) Black aptly seizes the opportunity now afforded for exchanging his two Rooks for the adverse Queen.

(h) A good move, compelling the enemy to sacrifice a valuable Pawn, or place his K. Rook *hors de combat* for the rest of the game.

(i) With the intention of occupying her seventh, and slaughtering the poor Pawns in detail.

* There is little to be said on the subject of these opening games. Mr. Smith is unquestionably a young player of high promise and great natural powers, but he was unlucky, in the outset to be matched with an opponent so experienced as Mr. Buckle. Had he, by the chance of war, been pitted against any other of the competitors, we have very little doubt he would have occupied the honourable post of winner of one of the three prizes.



Sicilian
Game.

GAME THE THIRD.

Between Messrs. LOWE and SIMONS.

White. (Mr. SIMONS.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. B. fourth
5. K. B. checks
6. P. to Q. third
7. Kt. to K. second (!)

Black. (Mr. LOWE.)

1. P. to Q. B. fourth
2. P. to K. third
3. K. Kt. to K. second
4. P. to Q. fourth
5. Kt. to Q. B. third
6. P. to Q. fifth
7. Q. to Q. R. fourth (check)

White surrenders.*



Irregular
Opening.

GAME THE FOURTH.

Between the same players.

White. (Mr. LOWE.)

1. P. to K. B. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. P. to K. third
5. P. to Q. B. fourth
6. B. takes P.
7. P. to K. fourth
8. Castles
9. P. to K. B. fifth
10. B. takes K. Kt.
11. P. takes K. P.
12. P. to Q. fifth
13. Q. Kt. to Q. second
14. Q. to K. second

Black. (Mr. SIMONS.)

1. P. to Q. fourth
2. Q. Kt. to B. third
3. P. to K. third
4. P. to K. B. third.
5. P. takes P.
6. B. to Q. third
7. K. Kt. to R. third
8. Castles
9. Q. to K. second
10. P. takes B.
11. K. to R. square
12. Kt. to K. fourth
13. Kt. to K. Kt. fifth
14. R. to K. Kt. square

* We abstain from all comment on the moves in this and the companion game. They "defy criticism."

White. (MR. LOWE.)

15. P. to K. R. third
16. K. to R. square
17. K. R. to K. Kt. square
18. Q. Kt. takes Kt.
19. R. takes B.
20. Q. Kt. to K. third
21. K. Kt. to K. R. fourth
22. P. takes P.
23. K. Kt. to K. B. fifth
24. P. to Q. sixth
25. P. to K. seventh
26. Kt. takes K. R. P.
27. Q. to K. B. third
28. Q. takes B.
29. Kt. takes R.
30. Q. takes Q. R. P.
31. Kt. to K. B. fifth
32. Q. to K. B. second
33. R. to K. square

Black. (MR. SIMONS.)

15. B. to Q. B. fourth (check)
16. Kt. to K. sixth
17. Kt. takes B.
18. B. takes R.
19. Q. to her B. fourth
20. P. to Q. B. third
21. P. takes Q. P.
22. P. to Q. Kt. fourth
23. B. to Q. Kt. second
24. Q. to K. fourth
25. B. to his square
26. R. to Kt. second
27. B. to Q. Kt. second (!)
28. Q. R. to K. Kt. square
29. R. takes Kt.
30. Q. takes Q. P.
31. Q. to K. third
32. R. to K. square.

White won the game.*



GAME THE FIFTH.

Between Messrs. G. W. MEDLEY and BIRD.

Black. (MR. G. MEDLEY.)

1. P. to Q. B. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third
4. P. takes P.
5. P. to K. third (b)
6. K. Kt. to B. third

White. (MR. BIRD.)

1. P. to K. B. fourth (a)
2. K. Kt. to B. third
3. P. to Q. fourth
4. Kt. takes P.
5. P. to K. third
6. Kt. takes Q. Kt.

* As the whole of the games in this contest have been placed at our disposal, and the circumstances under which they were played, have excited a good deal of interest, we think it proper to give them all, but in doing so we also feel it incumbent on us to apologize to our readers for some in the present section, which, as far as merit is concerned might certainly with advantage have been suffered to sink unrecorded into oblivion.

Black. (Mr. G. MEDLEY.)

7. P. takes Kt.
8. K. B. to Q. third
9. Q. to Q. B. second
10. Castles
11. P. to K. fourth
12. B. takes P.
13. Q. takes B.
14. Q. takes K. P. (check) (c)
15. Kt. to his fifth
16. Q. to K. R. third
17. B. to Q. second
18. P. to K. B. fourth
19. Kt. takes Kt.
20. K. R. to K. B. second
21. Q. to K. B. third
22. R. takes Q.
23. K. to K. B. second
24. Q. R. to K. square
25. K. takes R.
26. P. takes P.
27. P. takes R.
28. P. to K. B. fourth (d)
29. K. to his second
30. K. to B. third
31. K. to Kt. fourth
32. K. to K. R. fifth
33. P. to K. B. fifth
34. P. to K. B. sixth (check)
35. P. to K. Kt. sixth
36. K. takes P.

White. (Mr. BRAD.)

7. K. B. to Q. third
8. Castles
9. P. to Q. Kt. third
10. Q. B. to Q. Kt. second
11. P. takes P.
12. B. takes B.
13. Kt. to Q. second
14. K. to R. square
15. Q. to K. square
16. Kt. to K. B. third
17. Q. to K. Kt. third
18. Kt. to K. fifth
19. Q. takes Kt.
20. K. R. to K. B. third
21. Q. takes Q.
22. Q. R. to K. square
23. Q. R. to K. fifth
24. Q. R. takes R.
25. P. to K. Kt. fourth
26. R. takes R.
27. B. takes K. R. P.
28. B. to Kt. sixth (check)
29. K. to Kt. second
30. B. to K. R. fifth
31. B. to K. B. seventh
32. P. to Q. R. fourth
33. P. to Q. Kt. fourth
34. K. to Kt. square
35. P. takes P.

Black won the game.

Notes.

- (a) Hardly so good as P. to Q. B. fourth.
 (b) P. to K. fourth would perhaps have been better; in that case, the following are likely moves to ensue:

- | | |
|-------------------------------|---------------------------|
| 5. P. to K. fourth | 5. Kt. takes Kt. (best) |
| 6. P. takes Kt. | 6. B. P. takes P. |
| 7. Q. to K. R. fifth (check) | 7. P. to K. Kt. third |
| 8. Q. to K. fifth | 8. K. R. to K. Kt. square |
| 9. Q. takes doubled P., or K. | |
| B. to Q. B. fourth | |

And Black has the advantage in position.

(c) We should rather have played Kt. to Kt. fifth *e. g.*

14. Kt. to his fifth

15. Q. takes K. P. (check)

16. Kt. to K. B. seventh (check)

14. Kt. to K. B. third (or A)

15. K. to R. square

winning the exchange and a Pawn.

(A)

15. Q. takes K. P. (check)

16. Q. to K. R. third

14. P. to K. Kt. third

15. K. to Kt. second

Winning easily.

(d) Effectually looking up the enemy's Bishop.



GAME THE SIXTH.

Between the same Players

White. (MR. BIRD.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. Kt. takes P.
5. Q. Kt. to B. third
6. K. Kt. takes Q. Kt.
7. K. B. to Q. third
8. Castles
9. K. to R. square (a)
10. P. to K. B. fourth
1. Q. to K. square
2. Q. Kt to K. second
3. P. to K. R. third
4. Kt. takes Q. P.
5. P. to K. fifth
6. Q. to K. R. fourth
7. P. takes Kt. (b)
8. Q. takes Q.
19. P. to K. B. fifth
20. B. to K. B. fourth
21. K. R. takes B.
22. Q. R. to K. square

VOL. X.

Black. (MR. MEDLEY.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to B. third
4. P. to K. third
5. K. Kt. to B. third
6. Q. Kt. P. takes Kt.
7. P. to Q. fourth
8. K. B. to Q. B. fourth
9. P. to K. fourth
10. K. Kt. to his fifth
11. P. to Q. fifth
12. K. B. to Q. third
13. Kt. to K. B. third
14. P. takes Kt.
15. Castles
16. P. to K. R. third
17. Q. takes P.
18. P. takes Q.
19. K. to R. second
20. B. takes B.
21. P. to Q. B. fourth
22. B. to Q. Kt. second

L

White. (Mr. Bird.)

23. Q. R. to K. seventh
24. B. to K. fourth (c)
25. K. R. takes B.
26. P. to Q. Kt. third
27. Q. R. to Q. B. seventh
28. K. R. to K. seventh
29. Q. R. to Q. R. seventh (d)
30. R. takes R.
31. R. takes Q. R. P.
32. K. to K. R. second
33. R. takes Q. B. P.
34. R. to Q. fifth
35. R. takes Q. P.
36. K. to K. Kt. third
37. P. to Q. Kt. fourth
38. R. to Q. fourth
39. K. to K. B. third
40. P. to K. R. fourth
41. P. to K. Kt. third
42. P. to K. Kt. fourth
43. K. to B. fourth
44. P. to Q. Kt. fifth
45. P. to Q. Kt. sixth
46. P. takes K. R. P.
47. P. to K. R. sixth
48. K. to Kt. fourth
49. R. to Q. sixth
50. R. to Q. R. sixth
51. R. to Q. R. seventh (check)
52. R. takes P.
53. R. to K. Kt. seventh
54. P. to K. R. fifth
55. R. to K. Kt. sixth
56. P. to K. R. sixth
57. K. to R. fifth
58. R. to K. Kt. seventh
59. R. to K. Kt. square
60. P. to K. R. seventh
61. K. to R. sixth
62. R. to Kt. seventh (check)
63. R. to Q. R. seventh

Black. (Mr. Medley.)

23. B. to Q. fourth
24. B. takes B.
25. Q. R. to Q. Kt. square
26. P. to Q. R. fourth
27. Q. R. to Q. B. square
28. K. to Kt. square
29. Q. R. to K. square
30. R. takes R.
31. R. to K. eighth (check)
32. R. to Q. B. eighth
33. P. to Q. sixth
34. R. takes Q. B. P. (e)
35. R. takes Q. R. P.
36. P. to K. R. fourth
37. R. to Q. Kt. seventh
38. K. to Kt. second
39. K. to K. R. third
40. K. to Kt. second
41. K. to B. square
42. R. to Q. Kt. sixth (check)
43. R. to K. R. sixth
44. K. to K. second (f)
45. R. to Q. Kt. sixth
46. R. takes Q. Kt. P.
47. R. to Q. Kt. square
48. K. to B. square
49. K. to his second
50. R. to K. R. square
51. K. to Q. third
52. R. takes P.
53. R. to K. R. square
54. K. to K. fourth
55. R. to K. R. second
56. R. to K. R. square
57. K. takes P.
58. R. to Q. R. square
59. K. to K. third
60. K. to B. second
61. R. to K. R. square
62. K. to B. square

And White won the Game.

Notes.

(a) P. to K. fifth or even Q. B. to K. Kt. fifth, seems stronger than this play.

(b) White plays very well here.

(c) A good move; from this point the game is much in White's favour.

(d) Both players appear to have overlooked a decisive advantage now at White's command. Suppose, for example, instead of moving the Q. R. to Q. R. seventh, he had played thus:—

29. K. R. takes K. B. P.

30. Q. R. takes Q. R. (check)

And then takes the Q. B. P.
having won two Pawns.

29. K. R. takes R. (or A)

If Black instead move K. R. to K. square, White wins three Pawns. If he move Q. R. to K. square, White wins the game.

(A)

29. Q. R. takes Q. R.

30. K. R. takes Q. R.

Wining equally the two Pawns.

(e) If he had taken the P. with P., White would have moved his R. to Q. B. fifth, and have won easily with his Pawns.

(f) Some highly interesting variations spring from Black's now taking the K. R. Pawn with his Rook. Of these we append two or three examples. Suppose then:—

45. K. to Kt. third (or A)

46. P. takes K. R. P.

47. K. to Kt. fourth

If he advance the Q. Kt. P. instead of attacking the R., Black must not take the K. B. P. or he will lose by his adversary playing R. to Q. Kt. fourth, &c.; but he can move K. to his second, and then R. to K. R. square to stop the Pawn.

48. R. to Q. Kt. fourth

49. P. to Q. Kt. sixth

50. P. to Q. Kt. seventh

44. R. takes K. R. P.

45. R. to K. R. eighth (best)

46. R. takes K. R. P. (or B)

47. R. to K. R. eighth

48. K. to K. second

49. R. to K. R. square

50. R. to Q. Kt. square

And it is not easy to see how either party can win.

(A)

45. P. to Q. Kt. sixth

46. K. to his third

47. K. moves

44. R. takes K. R. P.

45. R. takes Kt. P. (check)

46. R. to K. Kt. sixth (check)

47. R. to Q. Kt. sixth

With the better game.

(B)

46. P. takes K. R. P.

47. P. to K. R. sixth

48. R. to Q. eighth (check)

49. P. to K. R. seventh

46. R. to Q. Kt. eighth

47. R. takes Q. Kt. P.

48. K. to his second

And wins



GAME THE SEVENTH.

Between the same Opponents.

Black. (Mr. G. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. B. to Q. third
6. Castles
7. P. to K. R. third
8. Q. Kt. to B. third
9. Q. B. to K. third
10. Q. to Q. second
11. K. Kt. to R. second (*a*)
12. K. takes B.
13. P. to K. B. fourth
14. K. R. to B. second
15. P. to K. Kt. fourth
16. Q. takes B.
17. Q. to K. second
18. Q. R. to K. Kt. square
19. Q. to K. B. third
20. Q. to K. Kt. third
21. Kt. takes Kt.
22. P. to K. B. fifth
23. R. takes Q.
24. P. to K. B. sixth (*c*)
25. P. takes P.
26. P. to Q. B. third
27. B. to Q. second
28. Q. R. to K. B. third
29. K. to Kt. third
30. R. to B. fifth
31. K. takes R.
32. B. to B. square
33. R. to K. R. fifth
34. P. takes P.
35. B. to K. B. fourth
36. B. to K. fifth

White. (Mr. BIRD.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. B. to Q. third
6. Castles
7. P. to K. R. third
8. P. to Q. R. third
9. Q. B. to K. third
10. Q. Kt. to B. third
11. B. takes Kt. (check)
12. Q. Kt. to K. second
13. B. to K. B. fourth
14. P. to Q. B. fourth
15. B. takes B.
16. P. to Q. B. fifth
17. Q. to Q. third (*b*)
18. Q. R. to K. square
19. Q. Kt. to K. Kt. third
20. Kt. to K. fifth
21. R. takes Kt.
22. Q. takes Q. (check)
23. Kt. to R. fifth
24. Kt. to Kt. third (*d*)
25. K. takes P.
26. K. R. to K. square
27. P. to K. B. third
28. K. R. to K. third
29. R. to K. seventh
30. R. takes R.
31. R. to Q. Kt. third
32. Kt. to K. second
33. P. to K. B. fourth
34. R. to K. B. third
35. Kt. takes P. (*e*)
36. K. to Kt. third

<i>White. (MR. G. MEDLEY.)</i>	<i>Black. (MR. BIRD.)</i>
37. B. takes R.	37. K. takes R.
38. K. to B. third	38. K. to Kt. third
39. B. to Q. eighth	39. K. to B. second
40. K. to B. fourth	40. K. to K. third
41. B. to Q. B. seventh	41. P. to Q. Kt. fourth
42. K. to Kt. fourth	42. K. to K. B. third
43. K. to R. fifth	43. K. to B. second
44. B. to K. fifth	44. P. to Q. R. fourth
45. P. to Q. R. third	45. P. to Q. R. fifth
46. P. to K. R. fourth	46. K. to his third (f)
47. B. to K. B. fourth	47. K. to B. second
48. B. takes P.	48. K. to Kt. square
49. B. to B. fourth	49. K. to Kt. second
50. K. to Kt. fifth	50. Kt. to K. second
51. P. to K. R. fifth	51. Kt. to Kt. square
52. K. to B. fifth	52. K. to B. second
53. B. to K. Kt. fifth	

Black won the game.

Notes.

(a) The only objection apparently to Black's now taking the K. B Pawn with his Q. Bishop is, that White, after taking that Bishop, might play his Q. Kt. to Q. Kt. fifth. We believe therefore it was Black's best game to prevent that move, by playing the P. to Q. R. third, threatening next time to capture the K. R. P. with great advantage.

(b) Preventing the advance of the adverse K. Kt.'s or K. B.'s Pawn.

(c) If P. to K. Kt fifth, White might have replied with K. R. to K square.

(d) Would not K. R. to K square have been stronger?

(e) White cleverly regains a Pawn by this manœuvre, and with proper care and skill ought not from this point to lose the game.

(f) He would have given Black much more trouble if at this, or rather perhaps on the previous move, he had played the Kt. to K. sixth to attack the Queen's Pawns in the rear.



GAME THE EIGHTH.

Between MESSRS. TUCKETT and WISE.

White. (Mr. TUCKETT.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. Kt. to Kt. fifth
6. P. takes P.
7. Kt. to K. B. third
8. P. to K. R. third
9. Q. to K. second
10. P. takes B.
11. P. to Q. B. third
12. R. to K. Kt. square
13. Q. Kt. to Q. second
14. Kt. to K. fourth
15. Kt. takes B.
16. Q. B. takes Q. Kt. P.
17. Q. takes K. P.
18. Q. to her B. third
19. K. to B. square
20. Q. to Q. Kt. third
21. Q. R. to Q. B. square
22. Q. takes Kt.
23. Q. to Q. third
24. P. to K. R. fourth
25. R. to K. Kt. fourth
26. B. to Q. R. third
27. R. to K. fourth
28. P. to Q. sixth
29. Q. to K. third
30. R. to K. seventh
31. Q. to K. fourth (check)
32. P. takes Q.
33. R. takes R.
34. R. to Q. B. seventh
35. P. to K. B. fourth
36. K. to K. second

Black. (Mr. WISE.)

1. P. to Q. B. fourth
2. P. takes P.
3. P. to K. fourth
4. K. Kt. to B. third (*a*)
5. P. to Q. fourth
6. P. to K. R. third
7. Q. B. to K. Kt. fifth
8. Q. to Q. B. second (*b*)
9. B. takes Kt.
10. B. to Q. B. fourth
11. Castles
12. K. to R. square
13. Kt. to K. R. second
14. Q. P. takes P.
15. P. takes Q. Kt. P.
16. Q. takes Kt.
17. P. to K. B. third
18. R. to K. square (check)
19. Q. Kt. to Q. second
20. Q. Kt. to his third
21. Kt. takes B.
22. Q. to K. second
23. Q. R. to Q. square
24. Q. R. to Q. second
25. Kt. to B. square
26. Q. to K. B. second
27. K. R. to Q. square
28. Q. takes Q. R. P.
29. K. to K. R. second
30. Q. to her fourth
31. Q. takes Q.
32. Kt. to K. Kt. third
33. R. takes R.
34. Kt. to B. square
35. K. to Kt. third
36. K. to B. second

White. (Mr. TUCKETT.)

37. K. to Q. third
38. P. to K. B. fifth
39. P. to K. R. fifth
40. R. to Q. B. eighth (check)
41. R. to Q. B. seventh
42. R. to B. eighth (check)
43. K. to Q. fourth
44. K. to Q. fifth
45. Q. B. to his square
46. B. takes P. (check);
47. R. takes Kt.
48. K. to his sixth
49. P. to Q. seventh
50. K. takes R.

Black. (Mr. WISE.)

37. P. to Q. Kt. third
38. P. to Q. Kt. fourth
39. K. to K. square
40. R. to Q. square
41. R. to Q. second
42. K. to B. second
43. P. to Q. R. third
44. P. to K. Kt. third
45. K. to Kt. second
46. K. takes B.
47. K. takes K. R. P.
48. R. to Q. R. second
49. R. takes P.

White won the game. (c)

Notes.

(a) The "German Handbuch" gives 4. K. B. to K. second, for Black's best move.

(b) Up to this point, the opening is move for move, the same as in a game between Mr. Cochrane and the Editor, by whom this particular line of attack for the first player was introduced.

(c) We have rarely played through a game of fifty moves, so utterly devoid of interest as the present. Mr. Tuckett, if not a brilliant, is a highly accomplished player, and in most of his games we have evidences of skilful combination, and a well-disciplined style, but in this he never once rises above the dull level of "Divan" mediocrity.



Irregular
Opening.

GAME THE NINTH.

Between the same Players

White. (MR. WISE.)

1. P. to Q. B. fourth
2. P. to Q. fourth
3. P. to K. fourth
4. Q. B. P. takes P.
5. K. P. takes P.
6. K. Kt. to B. third

Black. (MR. TUCKETT.)

1. P. to K. third
2. P. to Q. B. third
3. P. to Q. fourth
4. Q. B. P. takes P.
5. Q. takes P.
6. Q. Kt. to B. third

White. (MR. WISE.)

7. K. B. to Q. third
8. Castles
9. Q. Kt. to B. third
10. P. takes B.
11. P. to Q. B. fourth
12. P. to K. R. third
13. K. R. to K. square
14. P. to Q. R. fourth
15. B. to Q. Kt. second
16. Q. to her second
17. Q. R. to Q. square
18. P. to Q. B. fifth
19. P. takes Kt. P.
20. Kt. to K. fifth
21. Q. B. to Q. R. square
22. Q. to K. B. fourth
23. Q. R. takes Kt.
24. P. to Q. R. fifth
25. P. to K. Kt. fourth
26. Q. R. to Q. square
27. P. to K. R. fourth
28. P. to K. B. third
29. P. to K. Kt. fifth
30. P. takes P.
31. Q. to K. Kt. fourth
32. B. takes K. Kt. P.
33. Kt. takes P.
34. R. takes K. P.
35. Q. takes Q.
36. Kt. to K. R. fourth
37. K. R. to K. seventh
38. Q. R. to K. square
39. P. to K. Kt. sixth
40. Q. R. to K. fifth
41. Q. R. to K. Kt. fifth (!)

Black. (MR. TUCKETT.)

7. K. Kt. to B. third
8. K. B. to Q. Kt. fifth
9. B. takes Kt.
10. Castles
11. Q. to her third
12. P. to K. R. third
13. P. to Q. Kt. third
14. K. R. to Q. square
15. B. to Q. Kt. second
16. Q. R. to Q. B. square
17. Kt. to Q. R. fourth
18. Q. to her B. second
19. Q. takes P.
20. B. to Q. fourth
21. Q. Kt. to his sixth
22. Q. Kt. takes B.
23. Q. R. to Q. B. sixth
24. Q. to her third
25. B. to Q. R. square
26. Q. to her Kt. fifth
27. Q. to her Kt. second
28. Q. to K. second
29. P. takes P.
30. Kt. to K. R. fourth
31. P. to K. Kt. third
32. P. takes B.
33. Q. to her third
34. Q. to K. Kt. sixth (check)
35. Kt. takes Q.
36. Q. R. to Q. B. third
37. R. to Q. R. third
38. B. to Q. fourth
39. Kt. to K. R. fourth
40. Kt. to K. B. fifth
41. Kt. to K. R. sixth (check)

And Black won the game.



GAME THE TENTH

Between Messrs. WILLIAMS and FLOWER.

Black. (Mr. FLOWER.)

1. P. to K. fourth
 2. to Q. fourth
 3. P. to K. fifth (a)
 4. to Q. B. third
 5. to K. B. third
 6. B. to K. second
 7. to Q. Kt. third (b)
 8. files (c)
 9. Kt. takes P.
 10. B. to K. B. fourth
 11. B. to K. Kt. third
 12. B. to Q. third
 13. R. to Q. B. square
 14. B. to Q. Kt. square
 15. R. to Q. B. second
 16. Kt. to Q. R. fourth
 17. R. takes Q. R.
 18. Kt. P. takes B.
 19. to Q. third
 20. to K. R. fourth
 21. to her second
 22. to K. R. fifth
 23. to K. R. fourth
 24. Kt. takes B.
 25. to Q. B. square
 26. to K. B. fourth
 27. takes Q.
 28. to Q. B. seventh
 29. to K. Kt. fourth
 30. B. to Q. third
 31. to K. B. fourth
 32. to Q. Kt. square (e)
 33. to Q. third
 34. to K. B. fifth
 35. to K. B. third
 36. to K. Kt. second

White. (Mr. WILLIAMS.)

1. P. to K. third
 2. P. to Q. fourth
 3. P. to Q. B. fourth
 4. Q. Kt. to B. third
 5. Q. B. to Q. second
 6. Q. to her Kt. third
 7. P. takes Q. P.
 8. P. takes Q. B. P.
 9. K. Kt. to K. second
 10. K. Kt. to his third
 11. K. B. to K. second
 12. Castles on K.'s side
 13. Q. R. to Q. B. square
 14. K. B. to Q. R. sixth
 15. Q. Kt. to his fifth
 16. Q. B. takes Q. Kt.
 17. K. R. takes R.
 18. Q. Kt. to Q. B. third
 19. K. B. to K. second
 20. Q. Kt. to his fifth
 21. K. Kt. to K. B. square
 22. P. to K. R. third
 23. K. B. takes Q. B.
 24. Q. Kt. to Q. B. third
 25. Q. R. to K. square
 26. Q. to her fifth square
 27. Kt. takes Q.
 28. R. to Q. Kt. square (d)
 29. P. to Q. R. third
 30. Q. Kt. to Q. B. third
 31. Q. Kt. to his fifth
 32. Q. Kt. to Q. B. third
 33. Q. Kt. to Q. R. fourth
 34. R. to Q. square
 35. K. Kt. to Q. second
 36. K. Kt. to Q. Kt. third

Black. (Mr. Flower.)

37. P. takes K. P.
38. R. to K. seventh (*f*)
39. R. takes K. P.
40. K. B. to K. B. fifth
41. B. takes Kt. (check)
42. B. to his fifth
43. B. to Q. third
44. P. to Q. R. third
45. K. to K. B. second
46. B. to his fifth
47. K. to his second
48. B. to K. fourth
49. K. to Q. third
50. B. takes Kt.
51. Kt. to Q. second
52. Kt. to Q. B. fourth
53. Kt. to Q. Kt. sixth
54. Kt. takes Q. R. P.
55. Kt. to Q. Kt. sixth
56. K. to Q. second
57. Kt. to Q. B. fourth
58. K. to Q. square
59. Kt. to Q. R. fifth
60. Kt. takes Q. B. P.

White. (Mr. Williams.)

37. P. takes P.
38. K. Kt. takes Q. R. P.
39. K. Kt. to Q. B. fourth
40. Kt. takes R.
41. K. to K. B. square
42. P. to Q. fifth
43. Kt. to Q. B. third
44. K. to his second
45. R. to K. B. square
46. R. to Q. square
47. R. to Q. fourth
48. R. to Q. square
49. P. to Q. R. fourth
50. P. takes B.
51. K. to his third
52. P. to Q. R. fifth
53. K. takes K. P.
54. R. to Q. R. square
55. R. takes Q. R. P. (check)
56. K. to his fifth
57. R. to Q. R. seventh (check)
58. R. to K. Kt. seventh
59. P. to Q. sixth
60. K. to his sixth

White won the game.

Notes.

(a) When Mr. Flower has more experience, he will renounce this as a bad move.

(b) Black's opening is very indifferently played.

(c) Taking the P. with P. would subject him to the disadvantage of displacing his King; he prefers, therefore, the sacrifice of a Pawn.

(d) We should almost have preferred the loss of a Pawn, to placing the Rook so out of play.

(e) This Bishop is admirably posted both to repel and to make an attack.

(f) Here Black neglected to avail himself of a capital opportunity of retrieving his game. If he had now, instead of moving the Rook, played his Kt. to Q. fourth, threatening next move to take the K. Kt. P. with his Rook, he would have had by far the better position, *ex. gr.*

38. Kt. to Q. fourth

38. R. to Q. second, (or A)
(If to K. square, Black replies
with B. to K. Kt. sixth, &c.)

1. to Q. B. fifth
2. to Q. R. fifth
3. to K. Kt. sixth

39. Q. Kt. to Q. B. fifth
If to B. third, Black obviously
wins two Pawns.
40. Q. Kt. takes K. P.

And wins.

(A)

1. to K. seventh
2. takes K. P.
3. takes K. Kt.

38. R. to Q. B. square
39. Q. Kt. to B. third
40. Q. Kt. takes Kt.

And Black has the better game.

There are other variations, but, like these, they all result in leaving
White with an advantage.



Irregular
Opening.

GAME THE ELEVENTH.

Between the same players.

White. (Mr. WILLIAMS.)

1. to K. B. fourth
2. to K. third
3. to K. R. third
4. Kt. to B. third
5. B. to Q. Kt. fifth
6. P. takes
7. takes Q. Kt.
8. to Q. Kt. third
9. Kt. to K. fifth
10. to K. second
11. to Q. third
12. to Q. B. fourth
13. takes P.
14. Kt. to B. third
15. takes Q. B.
16. Kt. to K. fourth
17. takes P.
18. takes Kt.
19. to Q. fourth
20. to K. B. third
21. to Q. square

Black. (Mr. FLOWER.)

1. P. to Q. fourth
2. K. Kt. to B. third
3. Q. to her third
4. Q. Kt. to B. third
5. Q. B. to Q. second
6. P. to Q. R. third
7. B. takes B.
8. P. to K. third
9. P. to Q. fifth
10. Q. to her fourth
11. Q. P. takes P.
12. Q. to her square
13. K. B. to Q. third
14. Castles
15. P. takes Kt.
16. P. to Q. B. fourth
17. Kt. to Q. second
18. Q. takes Kt.
19. P. to Q. B. third
20. P. to K. B. fourth
21. Q. to K. second

White. (Mr. WILLIAMS.)

22. Q. takes Q. B. P.
23. Q. to K. B. third
24. P. to Q. fifth
25. P. takes P.
26. Q. to her fifth
27. B. to Q. Kt. sixth
28. R. takes Q.
29. K. R. to Q. square
30. K. R. to K. square (check)
31. P. to Q. B. fifth
32. K. R. to Q. square
33. R. takes B. (check)
34. R. takes R. (check)

Black. (Mr. FLOWER.)

22. K. R. to Q. B. square
23. Q. to K. B. third
24. K. R. to Q. square
25. Q. takes P.
26. K. to B. second
27. Q. takes Q.
28. K. R. to Q. second
29. K. to his third
30. K. to B. third
31. Q. R. to Q. Kt. square
32. K. to his third
33. R. takes R.

White won the game.*



GAME THE TWELFTH.

Between Messrs. JOHN MEDLEY and FINCH.

White. (Mr. J. MEDLEY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. B. to K. Kt. fifth
5. P. to K. third
6. K. B. to Q. third
7. B. takes Kt.
8. K. Kt. to B. third
9. P. to K. fourth (a)
10. B. takes P.
11. Castles
12. Q. to her third
13. Q. R. to Q. square
14. Q. to K. second.
15. K. R. to K. square
16. P. to Q. fifth

Black. (Mr. FINCH.)

1. P. to Q. fourth
2. P. to Q. B. third
3. K. Kt. to B. third
4. P. to K. third
5. K. B. to K. second
6. P. to K. R. third
7. B. takes B.
8. P. to Q. Kt. third
9. Q. P. takes K. P.
10. Q. B. to Q. Kt. second.
11. Castles
12. Kt. to Q. second
13. Q. R. to Q. Kt. square
14. Q. to K. second
15. K. R. to Q. square
16. K. P. takes P.

* From first to last, this is a poor-tame affair, without one situation of interest, or a single move exhibiting either spirit or invention.

White. (Mr. J. MEDLEY.)

1. B. P. takes P.
 2. Kt. takes P.
 3. R. takes B.
 4. to K. R. seventh (check) (b)
 5. to her B. second (check)
 6. takes Q.
 7. to K. square
 8. to B. square
 9. takes B.
 10. to B. second
 11. takes Kt.
 12. to his second

Black. (Mr. FINCH.)

17. P. takes P.
 18. Q. B. takes Kt.
 19. Kt. to Q. B. fourth
 20. K. takes B. (c)
 21. K. to Kt. square
 22. R. takes R.
 23. Q. R. to Q. square
 24. B. takes Q. Kt. P. (d)
 25. Kt. to Q. sixth
 26. Kt. takes R.
 27. K. R. to Q. eighth

the game, after being prolonged to nearly fifty moves, was won by
 White.

Notes.

Well played.

This is all cleverly conceived.

Better, we should have thought, to play the King to R. square.

This sacrifice we presume to have been the result of some miscalculation, since it appears uncalled for, and to have yielded no equivalent of any kind.



GAME THE THIRTEENTH.

Between the same Players.

White. (Mr. FINCH.)

to K. fourth
 to K. B. fourth
 to Q. B. fourth
 Kt. to B. third
 Kt. to B. third
 to Q. third
 B. to K. third
 B. to K. second
 stiles
 R. to Q. Kt. square
 B. P. takes P.
 takes P.
 takes Kt.

Black. (Mr. J. MEDLEY.)

1. P. to Q. B. fourth
 2. P. to K. third
 3. P. to K. Kt. third (a)
 4. K. B. to K. Kt. second
 5. Q. Kt. to B. third
 6. K. Kt. to K. second
 7. P. to Q. Kt. third
 8. Q. B. to Q. Kt. second
 9. Castles
 10. P. to Q. fourth
 11. P. takes P.
 12. Kt. takes P.
 13. Q. takes Kt.

White. (Mr. FINCH.)

14. P. to Q. Kt. third
15. Q. B. to K. B. second
16. B. takes Kt.
17. K. to R. square
18. Q. R. to Q. B. square
19. Q. R. to Q. B. second
20. P. to Q. fourth (c)
21. B. to Q. B. fourth
22. B. to K. second
23. B. to Q. Kt. fifth
24. P. takes B.
25. B. takes Q. R.
26. Q. R. to K. second
27. R. takes R.
28. Q. to K. second
29. Q. to K. fourth
30. R. to K. square
31. R. to K. B. square
32. Q. to Q. Kt. seventh (check)
33. Q. takes K. R. P.
34. Q. to K. R. fourth (check)
35. Q. to K. square
36. R. takes Q.
37. R. to K. fourth
38. K. to Kt. second
39. K. to K. B. square
40. P. to Q. R. fourth
41. K. to Kt. second
42. P. to K. R. third
43. R. to K. square
44. R. to Q. square
45. R. to Q. eighth
46. P. takes P.
47. K. to Kt. third
48. K. to Kt. fourth
49. R. to K. R. eighth
50. R. to Q. B. eighth
51. B. to Q. Kt. eighth
52. K. to K. B. fifth
53. K. to K. fourth
54. R. to Q. Kt. seventh
55. R. to Q. Kt. eighth
56. R. to Q. B. eighth (check)

Black. (Mr. J. MEDLEY.)

14. K. R. to K. square
15. Q. Kt. to Q. fifth
16. B. takes B. (check) (b)
17. K. R. to K. second
18. Q. R. to K. square
19. B. to K. sixth
20. B. takes Q. P.
21. Q. to K. R. fourth (d)
22. Q. to K. Kt. fifth
23. B. takes Kt. (e)
24. Q. takes P. at K. B. fifth
25. R. takes B.
26. R. to K. third
27. P. takes R.
28. K. to B. second
29. Q. to Q. seventh
30. P. to K. fourth
31. Q. to K. sixth
32. K. to K. B. third
33. Q. to K. seventh
34. K. to B. second
35. Q. takes Q.
36. K. to B. third
37. K. to K. B. fourth
38. B. to Q. B. sixth
39. P. to Q. R. fourth
40. B. to Q. seventh
41. B. to K. B. fifth
42. K. to Kt. fourth
43. K. to K. B. fourth
44. K. to K. third
45. P. to Q. B. fifth
46. B. to K. sixth
47. P. to K. Kt. fourth
48. K. to K. second
49. K. to Q. third
50. K. to Q. second
51. K. to Q. B. third
52. B. to K. B. fifth
53. K. to Q. B. fourth
54. K. to Q. B. third
55. K. to Q. B. fourth
56. K. to Q. third

White. (Mr. FINCH.)

- R. to K. eighth
- R. to K. sixth
- K. to K. B. fifth
- K. to K. Kt. fourth
- B. takes Q. Kt. P.

Black. (Mr. MEDLEY.)

- 57. K. to Q. B. fourth
- 58. B. to K. Kt. sixth
- 59. B. to K. B. fifth
- 60. K. takes Q. B. P.

And White eventually won the game,

Notes.

- (a) One of the most striking advantages which the rising amateurs of the present day possess over the old professionals is their vastly superior knowledge of all the modern improvements in the openings, especially of those in the *close games*, upon which so much attention has been bestowed by the chief writers of late years.
- (b) Black has now an excellent game. Observe the formidable disposition of his Bishops.
- (c) This ill calculated effort to break through the restraint of his position ought to have cost the game.
- (d) Well played, since it effectually prevents White from taking the shop off with his Kt.
- (e) Giving up the exchange at this crisis appears to us a most unfeeling and imprudent slip. With a clear Pawn, and a better position, patience and ordinary skill must have secured the victory in a short time.



GAME THE FOURTEENTH.

Between the same players.

White. (Mr. J. MEDLEY.)

- 1. P. to K. fourth
- 2. P. to Q. fourth
- 3. P. takes P.
- 4. P. to Q. B. fourth
- 5. Q. Kt. to B. third
- 6. Q. B. to K. Kt. fifth
- 7. K. B. to Q. third
- 8. B. takes Kt.
- 9. Q. to K. R. fifth (a)
- 10. Q. to K. B. third
- 11. B. takes Q. B. P.
- 12. R. to Q. square

Black. (Mr. FINCH.)

- 1. P. to K. third
- 2. P. to Q. fourth
- 3. P. takes P.
- 4. P. to Q. B. third
- 5. K. Kt. to B. third
- 6. K. B. to K. second
- 7. Castles
- 8. B. takes B.
- 9. P. to K. Kt. third
- 10. P. takes P.
- 11. Q. takes Q. P.
- 12. Q. takes B.

White. (Mr. J. MIDDLETON.)

13. Q. takes R.
14. Q. takes Q.
15. K. Kt. to K. second
16. Castles
17. Kt. to K. B. fourth
18. Kt. to K. fourth
19. Kt. to Q. B. fifth
20. R. to Q. R. square
21. K. R. to K. square
22. Kt. takes Q. Kt. P.
23. R. takes R.
24. Kt. to Q. sixth
25. R. to K. second
26. R. to Q. second
27. Kt. to K. B. fifth (check)
28. R. takes R.
29. K. to B. square
30. K. to K. second
31. Kt. takes K. R. P. (check)
32. R. to K. R. eighth
33. K. to Q. second
34. Kt. to K. Kt. third
35. P. to K. R. fourth
36. R. takes P.
37. P. to K. B. fourth
38. K. to Q. B. third
39. Kt. takes Kt.
40. P. to K. Kt. fourth
41. P. to K. B. fifth
42. K. to Q. fourth
43. K. to Q. B. fifth
44. P. to K. Kt. fifth
45. R. to Q. fourth (check)
46. R. to Q. sixth
47. P. to B. sixth (check)
48. R. takes B.
49. K. takes P.
50. K. to K. fifth
51. K. to Q. sixth
52. K. to Q. B. sixth
53. K. to Q. sixth
54. K. to K. fifth

Black. (Mr. FINCH.)

13. Q. to K. third (check) (b)
14. R. takes Q.
15. Kt. to Q. R. third
16. Q. R. to Q. square
17. Kt. to Q. B. second
18. K. to Kt. second
19. R. takes Q. R. P.
20. R. to Q. B. fifth
21. K. R. to K. square
22. R. takes R. (check)
23. R. to Q. Kt. square
24. R. to K. third
25. R. to Q. square
26. Kt. to Q. Kt. fourth (c)
27. R. takes Kt.
28. P. to K. R. fourth
29. K. to K. B. third
30. P. to K. Kt. fourth (d)
31. K. to K. second.
32. Kt. to Q. fifth (check)
33. R. to K. Kt. third
34. K. to Q. second
35. P. takes P.
36. Kt. to Q. Kt. fourth
37. Kt. to Q. fifth
38. Kt. to K. B. fourth
39. R. takes Kt.
40. B. to K. third
41. R. to Q. fourth
42. P. to Q. R. fourth
43. P. to Q. R. fifth
44. B. to Q. Kt. sixth
45. K. to K. second
46. B. to Q. fourth
47. K. to his square
48. P. takes R.
49. K. to Q. second
50. K. to his square
51. K. to Q. square
52. K. to his square
53. K. to Q. square
54. K. to his square

White. (Mr. J. MEDLEY.)

to K. B. fifth
to K. Kt. sixth
takes P.
to B. fifth
to K. fifth
to Q. fifth
to Q. B. fifth
to Q. Kt. fourth
takes P.
to R. fifth
to R. sixth
to Q. Kt. fourth
to Kt. fifth
to Kt. sixth
to Q. B. seventh

Black. (Mr. FINCH.)

55. K. to B. square
56. P. takes P.
57. K. to Kt. square
58. K. to B. second
59. K. to B. square
60. K. to B. second
61. K. takes P.
62. K. to K. third
63. K. to Q. second
64. K. to Q. B. second
65. K. to Q. Kt. square
66. K. to R. square
67. K. to Kt. square
68. K. to R. square

And White wins the game.

Notes.

Too impetuous. He should first have taken the Q. Pawn with

The eagerness to seek exchanges the moment he has obtained the best advantage in force, is a well known characteristic of this player.

Intent only upon carrying out his favourite system of exchanges, now commits a blunder so egregious as to cost the game.

Another error. Black advanced this Pawn, under the misconception, if his adversary took the R. P. by attacking the Rook with his he would certainly win either the Rook or Kt., regardless of the fact, that White could play his Rook away to K. R. eighth, and save both Pieces.

END OF THE FIRST SECTION.

the games of the second section, i. e. those played between the winners of the foregoing, will appear in our next number.]



MATCH BETWEEN MESSRS. HORWITZ AND HARRWITZ.



We have much pleasure in presenting the opening games of this long expected contest, which began on Monday last, in the Brighton Chess Club, and is expected to terminate in the course of next week. The winner of the first seven games, exclusive of drawn games, to be the victor.

GAME I.—(FEB. 19, 1849.)

Black. (Mr. HARRWITZ.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. P. takes P.
7. K. B. to Q. B. fourth
8. K. B. to Q. Kt. third
9. Q. B. to K. third
10. P. to Q. R. third
11. K. Kt. to B. third
12. Castles (*b*)
13. P. to K. R. third
14. K. B. to Q. R. second
15. Q. Kt. takes Q. B.
16. Q. to Q. third (*d*)
17. Q. R. to Q. B. square
18. Kt. takes Kt.
19. K. B. to Q. Kt. square
20. Q. R. to Q. B. fifth
21. P. to K. Kt. third
22. K. to K. Kt. second
23. Q. to K. B. fifth (*f*)
24. B. takes B.
25. K. takes R.
26. Q. to Q. B. second
27. Q. R. takes Q. B. P.
28. K. to K. Kt. second
29. Q. to K. fourth
30. K. to R. second
31. Q. R. takes Q. Kt. P.
32. B. to Q. R. second
33. R. takes K. B. P.

White. (Mr. HORWITZ.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to K. second
6. K. Kt. takes P.
7. K. Kt. to Q. Kt. third (*a*)
8. Castles
9. Q. Kt. to B. third
10. K. B. to K. Kt. fourth
11. K. R. to K. square
12. K. B. to K. B. third
13. Q. B. to K. B. fourth
14. Q. B. to K. fifth (*c*)
15. R. takes Kt.
16. R. to K. square
17. Q. Kt. to K. fourth
18. R. takes Kt.
19. K. R. to K. R. fourth
20. K. R. to K. R. fifth (*e*)
21. K. R. takes K. R. P.
22. Q. to Q. second
23. K. B. takes Q. P.
24. Q. takes B.
25. P. to K. Kt. third
26. P. to K. R. fourth
27. Q. to K. Kt. fifth (check)
28. P. to K. R. fifth
29. P. to K. R. sixth (chêck)
30. Q. to K. Kt. fourth
31. R. to K. B. square
32. Kt. to Q. B. square

White resigns.

Notes.

dislike this move: it takes the K. Kt. out of play.
 sound. White dare not take the Bishop and Pawn.
 ill played, impairing the strength of his two well-posted
 affording time to the enemy.

(d) Black gains the move he wanted, by the opportunity of attacking the Rook.

(e) This is of a piece with the tame and inefficient style of White's previous play. By simply planting his Kt. at Q. fourth, supporting it presently with P. to Q. B. third, White would have had at least an even game. Nay, if he had even exchanged Rooks at once, he would have lost nothing; but the move made, a tyro capable of seeing three moves deep would hardly have been guilty of. Let us suppose, now :—

- | | | |
|-----------------------------------|--|------------------------|
| 20. | | 20. R. takes R. |
| 21. Q. takes K. R. P. (check) | | 21. K. to B. square |
| 22. Q. to K. R. eighth (ch.) or * | | 22. K. to K. second |
| 23. Q. takes Q. (check) | | 23. Q. R. takes Q. |
| 24. P. takes R. | | 34. Kt. to Q. B. fifth |
- And White regains a Pawn, and has an equal position.

* 22. P. takes R.

22. Kt. to Q. B. fifth

There is little or no difference in the game, since White will win a Pawn directly.

(f) Well played.

GAME II.—(FEB. 20, 1849.)

White. (MR. HORWITZ.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to K. third
4. P. to Q. third
5. P. to K. Kt. third (a)
6. K. B. to K. Kt. second
7. K. Kt. to R. third
8. P. to K. B. fourth
9. Castles
10. P. to Q. Kt. third
11. Q. B. to Q. Kt. second
12. Q. to K. second
13. Q. Kt. to Q. fifth
14. Kt. takes B. (check)
15. Q. to Q. second
16. Kt. takes P. (c)
17. K. R. to K. square
18. R. takes R.
19. Kt. to Q. fifth
20. Kt. takes P. (check)
21. Q. to K. second (e)
22. B. takes Kt.
23. Kt. to Q. fifth
24. Kt. takes Kt.
25. Q. takes P.
26. Q. to K. B. second
27. R. to K. square
28. P. to Q. fourth

Black. (MR. HARRWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. P. to Q. third
7. K. B. to K. second
8. Castles
9. P. to K. R. third
10. K. to R. second
11. K. Kt. to K. Kt. fifth
12. K. B. to K. B. third
13. K. R. to K. square
14. K. Kt. P. takes Kt. (b)
15. K. P. takes P.
16. K. Kt. takes K. P.
17. Kt. takes K. B.
18. Q. takes R.
19. Q. to K. B. second
20. K. to Kt. third
21. Kt. to Q. fifth
22. P. takes B.
23. Kt. to K. sixth
24. P. takes Kt.
25. Q. to K. third
26. B. to Q. second
27. Q. to K. B. third
28. R. to K. square

<i>White.</i> (Mr. HORWITZ.)	<i>Black.</i> (Mr. HARRWITZ.)
29. R. takes R.	29. B. takes R.
30. P. to Q. fifth	30. P. to Q. Kt. third
31. P. to K. R. fourth	31. Q. to K. fourth
32. K. to R. second	32. K. to K. B. third
33.. Q. to Q. second	33. K. to K. Kt. second
34. K. to K. Kt. second	34. B. to K. R. fourth
35. K. to K. B. second	35. K. to K. Kt. third
36. P. to Q. R. fourth	36. Q. to K. fifth
37. Q. to K. third	37. Q. takes Q. (check)

And White resigns.

Notes.

(a) This move, for the purpose of bringing the K. B. into immediate action, first occurred in a game between Messrs. Staunton and Horwitz (See the "Chess Player's Handbook," p. 375.)

(b) This is better than taking with the Queen.

(c) Commencement of a series of beautiful moves, which ought, we think, to have won the game easily.

(d) If, instead of so playing, Black had moved Q. Kt. to K. fourth, the following variation proves, we believe, that White must have had a winning game :—

<i>White.</i>	<i>Black.</i>
19.	19. Q. Kt. to K. fourth, or*
20. Kt. takes P. (check)	20. K. to Kt. third (best)
21. Kt. takes Q.	21. Q. Kt. to K. B. sixth (check)
22. K. takes K. Kt.	22. Kt. takes Q.
23. Kt. to Q. B. seventh	23. R. to Q. Kt. square
24. R. to Q. square	24. B. to Q. second
25. R. takes Kt.	

And wins.

*19.	19. K. Kt. to K. R. fifth
20. Kt. takes P. (check)	20. K. to Kt. third (best)
21. P. takes Kt.	21. Q. to Q. square (best)
22. P. to K. R. fifth (check)	22. K. to B. second (best)
23. Q. takes K. R. P.	

And wins.

(e) A fatal error, at the moment the game was almost his own.

The parties have played five games besides the two now published; the score being—Harrwitz, 2 ; Horwitz, 2 ; Drawn, 1.

ANNUAL DINNER OF THE LIVERPOOL CHESS CLUB.

THE annual dinner of the Liverpool Chess Club, took place on Wednesday the 14th inst. at the Adelphi Hotel, and was scarcely so numerously attended as on former occasions, severe indisposition having prevented several from being present who had secured tickets. In the absence of the President, Mr. Mongredien, the chair was occupied by the Honorary Secretary Mr. G. S. Spreckley, and the Treasurer, Mr. Schwabe, filled the Vice-Chair. It would be unjust to the proprietors of the Hotel, not to pay a tribute to the excellence of the dinner, and especially to the quality of the wine: both were worthy of the high reputation of the

The cloth having been withdrawn, the CHAIRMAN proposed the health of her Majesty the Queen, which was received with the usual honors. In proposing the next toast, "Prosperity and Permanence to the Liverpool Chess Club," it was one he said referring to the future, but he would ask indulgence for a few words in respect to the past; not to probe into that remote period when the Liverpool Chess Club first started into existence, but merely to allude to some of the events in the Chess world during the past twelve-months. Political occurrences on the continent had been too exciting to allow much time for Chess there; to this doubtless must be attributed the cessation of the "Palamede," the Paris Chess Magazine, so ably conducted by M. St. Amant; it had existed for six years, the latter of which were characterized by such great irregularities that long life could not be expected. M. Kieseritzkij had commenced a new Chess periodical called "La Regence," of which better hope might have been entertained, had it not been accompanied by a new notation. Here, they had had the pleasure of a visit from Mr. Harrwitz, affording the members of this Club an opportunity of witnessing his extraordinary powers in blindfold Chess; of the two games he simultaneously played without seeing the board, he won one and lost one, a result less favourable to him than what he had obtained in similar contests in other provincial Clubs. This faculty of playing Chess blindfold was more to be admired than imitated; it was likely to be injurious, and justly might be applied to it old Montaigne's opinion "C'est un jeu qui n'est pas assez jeu, qui exerce trop serieusement." He might mention that the challenge from the Roscoe Chess Club had led to Monday next being appointed for a match to be played, in which he (the Chairman) was to give the odds of Pawn and move to their playing committee. The chairman proceeded to state that they had now entered upon their twelfth year: the usual cause of the breaking up of societies was their division into sects entertaining opposite opinions as to theoretical points or individual merit; that danger a Chess Club escaped; the Chess board decided all such questions without appeal: of their permanence therefore he entertained no fear; of their prosperity the future was perhaps less certain, understanding by that word not merely the keeping up the number of their members, but the maintenance of their present high position among the provincial Chess Clubs. It was encouraging to observe, that some of the new members shewed a talent for the game that promised soon to place them above many of their veterans, unless these derived fresh vigour from emulation. As regarded the prosperity of pounds, shillings, and pence, they had no reason to complain—their members might vary from year to year, and their revenue fluctuate with their members, but their Chancellor of the Exchequer, now facing him, had hitherto so arranged his budget, as to avoid the necessity of contracting any loans: it was true that like a similar exalted functionary elsewhere, he had only been enabled to contrive this by the sale of old stores, (laughter,) and as this resource must be pretty well exhausted, he called upon the gentlemen present to exert themselves for the extension of the Club, bearing in mind that additional members did not entail additional expense; in fine, it rested with themselves whether or not the Liverpool Chess Club should be prosperous and permanent.—(Cheers.)

Mr. INMAN proposed the health of Mr. Mongredien, the President of the Society, whose absence they all must regret; however good a Chess-player their President might be, he was a still better Chairman, and he was sure no one would have been more pleased to have seen him in the chair than the gentleman who at present occupied it.

The VICE-CHAIRMAN next proposed the health of Mr. Staunton. He said that this was justly one of their standing toasts, and he wished Mr. Staunton were present to witness the manner in which it was received. (Cheers.) That gentleman had assured them on a former occasion that

he should be with them in spirit, if not in body ; on the present they must be satisfied with the former half of Mr. Staunton, but he hoped the day would come when he would join their festive board, both body and soul. (Great cheers.)

The CHAIRMAN read a letter from Mr. Staunton regretting his inability to attend.

Mr. BARRY briefly proposed the health of the Chairman, who, in acknowledging the toast, mentioned that this was their tenth annual dinner. He alluded to the success which had attended their festive meetings, a success noticed in the last number of *La Regence*, from which he read an amusing extract, comparing the conviviality of the English with that of the French. He begged, in conclusion, to propose a health ; the approved method, he believed, was to approach the subject in a mysterious manner, avoiding all mention of the name until the last moment ; this it would be futile in him to attempt in the present instance, for they must all know whose health he was about to propose. It gave them all great pleasure, to no one greater than himself, once more to see Mr. Schwabe in the Vice-Chair. (Cheers.) A gentleman, whose connection with the Club dated from many years back, during the whole period of which he had ever shewn himself ready to promote its interests, even at the considerable sacrifice of personal convenience.

The VICE-CHAIRMAN responded to the toast, and proposed the health of "The Visitors."

Mr. CLAYPOLE, in proposing the "Liverpool Press," commented upon the great obligation Chess had to the Press, and instanced the *Illustrated London News*, the Chess department of which, he believed, had the great advantage of being edited by the first Chess-player of the day, Mr. Staunton ; if their local press did not devote a column exclusively to Chess, still they were indebted to it for the publicity given to their proceedings, and for the individual support of several of its members.

Mr. BEAN returned thanks on behalf of the Liverpool press.

After some other toasts, among which, Mr. SCHWABE gave "Mr. Perigal and the London Chess Club," and the Rev. W. WELSH proposed "The Edinburgh Chess Club."

The CHAIRMAN rose to give the last of the routine toasts, after which every one could volunteer sentiments or songs *ad libitum*. In proposing "The Ladies," he did not fear that any one would deem the toast unworthy of honour because Chess was neither a favourite amusement with the fair sex, nor one in which they often attained even mediocrity. He fancied there must be something in the mathematical nature of the game repulsive to the poetical temperament of woman.

"For woman is not undevelop't man,
But diverse ; could we make her as the man
Sweet love were slain."

A conclusive reason why the ladies should not excel in Chess. (Laughter.) The true feminine character was thus portrayed by their greatest living poet—

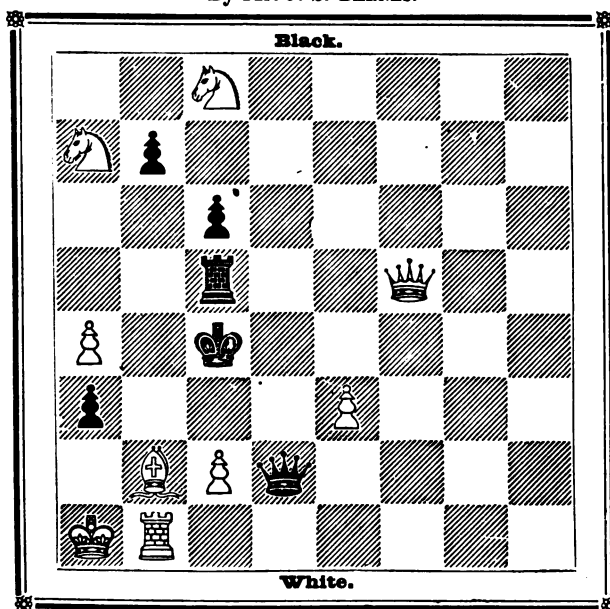
"Not learned, save in gracious household ways;
Not perfect, nay but full of tender wants;
No angel, but a dearer being, all dipt
In angel instincts, breathing paradise,
Interpreter between the gods and man,"

Thus happily had Tennyson described the daughters of Eve ; let them do homage to all such gentle natures in drinking the toast of "The Ladies."

The proceedings, as usual, were intermingled with several excellent songs ; indeed, we do not remember that the vocal talent of the society was ever more brilliantly manifested.

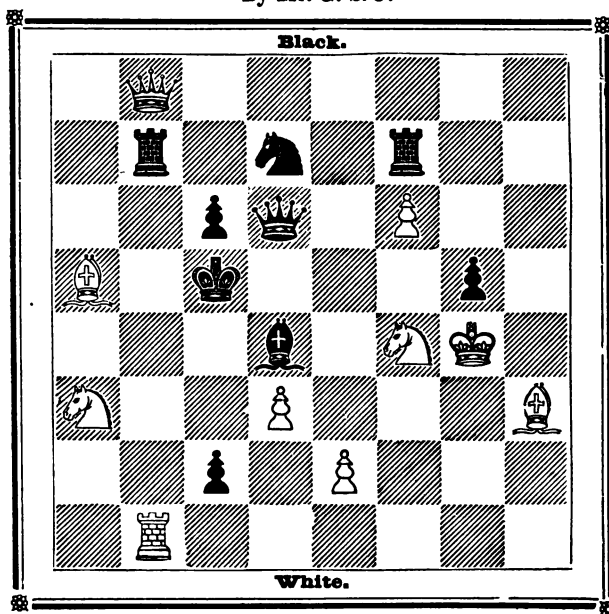
PROBLEM, No. 17.
By Mr. J. S. BARNES.

95



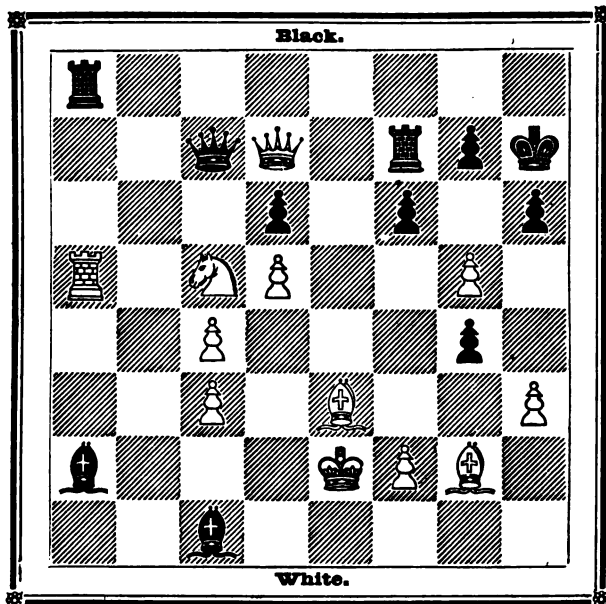
White moving first, forces Black to checkmate him in four moves.

PROBLEM, No. 18.
By Mr. G. S. J.



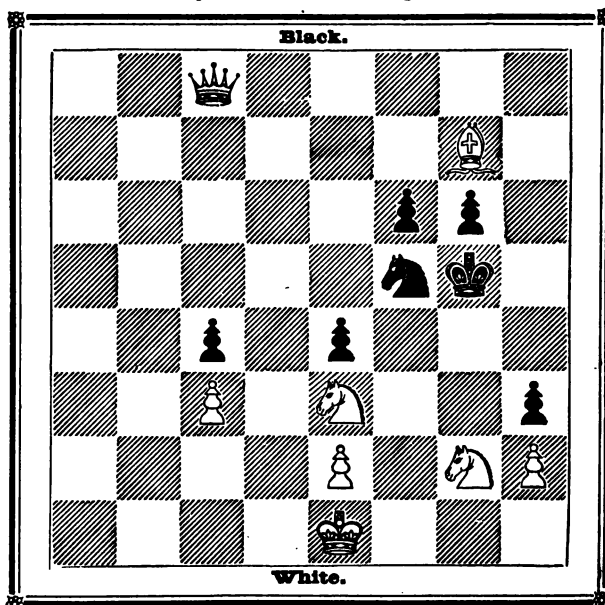
White to play, and Mate in five moves.

PROBLEM, No. 19.
By Mr. DEACON of Bruges.



White to play, and Mate in six moves.

PROBLEM, No. 20.
By Mr. DEACON of Bruges.



White to play, and Mate in five moves.

CHESS AT BRIGHTON.

MATCH BETWEEN MESSRS. HARRWITZ AND HORWITZ.

(CONTINUATION OF THE GAMES.)



GAME THE THIRD.—(FEB. 21.)

Black. (MR. HARRWITZ.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. P. takes P.
7. K. B. to Q. B. fourth
8. Q. to Q. Kt. third
9. K. Kt. to B. third
10. Castles
11. P. takes B.
12. Kt. to K. Kt. fifth (*a*)
13. Q. to Q. B. second (*b*)
14. Kt. takes B.
15. K. B. to Q. third
16. Q. B. to K. R. sixth
17. K. B. takes K. Kt. P.
18. K. B. to K. fourth
19. K. B. takes K. Kt.
20. B. to K. third (*e*)
21. P. to K. R. third
22. Q. to Q. Kt. third (*f*)
23. Q. takes K. P.
24. Q. to Q. B. eighth (check)
25. Q. to K. sixth
26. Q. to Q. seventh
27. Q. to Q. B. eighth (check)
28. Q. to K. sixth
29. Q. to Q. seventh

VOL. X.

White. (MR. HORWITZ.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. B. to K. second
6. K. Kt. takes P.
7. Q. B. to K. third
8. K. B. to Q. Kt. fifth
9. Q. Kt. to B. third
10. K. B. takes Kt.
11. Castles
12. Q. Kt. to Q. R. fourth
13. P. to K. Kt. third
14. P. takes Kt.
15. Q. Kt. to Q. B. third
16. K. R. to K. B. second (*c*)
17. K. R. to Q. second
18. Q. to K. R. fifth (*d*)
19. K. R. takes B.
20. K. R. to K. R. fourth
21. K. to R. square
22. Q. B. to K. Kt. square (*g*)
23. Q. R. to K. Kt. third (*h*)
24. Q. R. to K. Kt. square
25. Q. R. to K. Kt. third
26. Q. R. to K. Kt. second
27. Q. R. to K. Kt. square
28. Kt. to Q. square
29. Q. to K. fifth

O

<i>Black.</i> (MR. HARRWITZ.)	<i>White.</i> (MR. HORWITZ.)
30. P. to K. Kt. third	30. Kt. to K. third
31. K. R. to Q. square (i)	31. K. R. takes K. R. P.
32. K. to K. B. square	32. K. R. takes K. Kt. P.
33. P. takes R.	33. Q. takes B.
34. Q. to Q. fifth	34. R. to K. B. square (check)
35. K. to Kt. second	35. R. to K. B. seventh (check)
36. K. to R. third	36. Kt. to K. B. fifth (check)

White wins.

Notes.

(a) An excellent move—relieving himself at once from the threatened danger to his Queen, and opening a most formidable attack upon the adverse King.

(b) Threatening mate, and thus escaping the loss of the exchange.

(c) We should have preferred an attempt to carry the war into the enemy's territory, by playing the Q. to K. R. fifth, and K. Kt. to B. fifth afterwards.

(d) White now turns the assault upon his opponent, and the attack and counter-attack are capitally sustained.

(e) B. to Q. second would, perhaps, have been better.

(f) This is ingeniously imagined; but it gives White too much time.

(g) Losing moves. He should have played the Q. to K. fifth, when the following variation was probable:—

<i>Black.</i>	<i>White.</i>
23. K. to R. second	22. Q. to K. fifth
24. P. to K. Kt. third, (or A)	23. Q. R. to K. Kt. square
25. P. to K. R. fifth	24. Q. to K. Kt. fifth
	24. Q. or R. takes K. R. P. (ch.)

And Wins.

(A)	
24. K. R. to K. Kt. square	24. Q. to K. B. fourth (threatening mate in three moves)
25. P. to K. B. third	25. Kt. to K. fourth (He may also play Q. to K. Kt. third)
26. P. takes Kt.	26. Q. takes K. P. (check)
27. K. to R. square (best)	27. Q. takes B.
28. Q. R. to K. square	28. Q. takes K. B. P.
29. Q. takes K. P. (best)	29. Q. takes Q. B. P.

With a fine game

(h) Again White loses time. Why not play the Kt. to Q. square directly?

(i) P. to Q. fifth seems much more effective, and leads to many striking variations.



GAME THE FOURTH.—(FEB. 22.)

White. (Mr. HORWITZ.)

1. P. to Q. B. fourth (*a*)
2. Q. Kt. to B. third
3. P. to K. third
4. P. to Q. third
5. P. to K. Kt. third
6. K. B. to K. Kt. second
7. K. Kt. to R. third
8. P. to K. B. fourth
9. Castles
10. P. to Q. Kt. third
11. Q. B. to Q. Kt. second
12. Q. to Q. second
13. Q. Kt. to Q. fifth
14. Q. Kt. takes B. (check)
15. Q. R. to K. square
16. K. to R. square
17. Kt. to K. Kt. square
18. Kt. to K. B. third
19. Kt. to K. R. fourth (*b*)
20. P. to K. fourth
21. Q. P. takes P.
22. P. to K. B. fifth
23. Q. B. to Q. B. square
24. K. B. to K. B. third
25. P. to K. R. third
26. K. R. to K. Kt. square
27. K. B. to Q. square
28. P. takes P.
29. P. takes P.
30. K. to R. second
31. K. B. to Q. B. second
32. Q. to K. B. second
33. Kt. to K. Kt. sixth
34. P. takes B. (check)
35. K. B. to Q. third

Black. (Mr. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. P. to Q. third
7. K. B. to K. second
8. Castles
9. P. to K. R. third
10. Q. B. to Q. second
11. K. Kt. to K. Kt. fifth
12. K. B. to K. B. third
13. K. R. to K. square
14. P. takes Kt.
15. K. to K. R. second
16. K. R. to K. Kt. square
17. P. to K. R. fourth
18. Q. to K. second
19. Q. R. to K. B. square
20. P. on K. B. fourth takes P.
21. Q. Kt. to Q. fifth
22. B. to K. square
23. Q. to K. Kt. second
24. P. to Q. Kt. third
25. Kt. to K. R. third
26. B. to K. B. second
27. P. to Q. Kt. fourth (*c*)
28. P. to Q. fourth
29. B. takes P. (check)
30. B. to K. B. second
31. Q. R. to Q. square
32. Q. to K. B. square
33. B. takes Kt.
34. K. to Kt. second
35. K. R. to K. R. square (*d*)

White. (Mr. HORWITZ.)

36. K. R. to K. B. square
37. P. takes Kt.
38. K. to Kt. second
39. K. R. to R. square
40. R. takes Kt.
41. B. to K. third
42. K. to K. B. square
43. K. to K. second
44. K. takes Q. R.
45. K. to Q. B. third
46. B. takes Q. B. P.
47. K. to Q. Kt. fourth
48. K. to Q. R. fifth
49. P. to Q. R. fourth
50. P. to Q. Kt. fourth
51. Q. to Q. R. second
52. K. to Q. R. sixth
53. K. takes Q. R. P.
54. K. to Q. R. sixth
55. K. to Q. Kt. sixth
56. K. to Q. R. fifth
57. Q. to K. B. second
58. B. to Q. R. seventh
59. P. to Q. Kt. sixth
60. P. to Q. Kt. fifth
61. Q. takes R.
62. P. to Q. Kt. seventh
63. K. to Q. R. sixth
64. P. Queens
65. B. takes Q.
66. B. to K. B. fourth
67. P. to Q. Kt. sixth
68. P. to Q. Kt. seventh
69. P. Queens
70. Q. to her sixth (check)
71. P. to R. fifth
72. K. to R. seventh
73. K. to Kt. eighth
74. Q. to Q. Kt. sixth
75. K. to R. seventh
76. P. to R. sixth
77. Q. to Q. sixth (h)
78. Q. takes Q.

Black. (Mr. HARRWITZ.)

36. K. Kt. to K. Kt. fifth (check)
37. P. takes P. (dis. check)
38. Kt. to K. B. sixth
39. Kt. takes Q. R. (check)
40. Q. R. takes B.
41. Q. to Q. R. square (check)
42. K. R. to K. R. eighth (ch.) (e)
43. K. R. takes R. (check)
44. Q. to Q. fourth (check)
45. Q. to Q. eighth
46. Q. to Q. B. eighth (check)
47. R. to K. fifth (check)
48. K. takes P.
49. Q. to Q. B. sixth (check)
50. P. to K. B. fourth
51. R. to Q. B. fifth (f)
52. Q. to Q. sixth
53. Q. to Q. second (check)
54. Q. to Q. B. square (check)
55. Q. to K. third (check)
56. Q. to Q. fourth
57. Q. to Q. R. square (check)
58. R. to Q. fifth
59. Q. to Q. fourth (check)
60. Q. to Q. Kt. sixth (g)
61. P. takes Q.
62. Q. to Q. B. sixth (check)
63. Q. takes K. Kt. P.
64. Q. takes Q.
65. P. to Q. sixth
66. P. to K. Kt. sixth
67. P. to K. Kt. seventh
68. P. Queens
69. Q. to K. Kt. fifth
70. K. to B. second
71. Q. to K. seventh
72. Q. to K. B. seventh (check)
73. Q. to Q. Kt. seventh (check)
74. Q. to K. R. square (check)
75. Q. to Q. B. sixth
76. P. to Q. seventh
77. P. Queens
78. Q. to Q. B. fourth (check)

White. (Mr. HORWITZ.)	Black. (Mr. HAREWITZ.)
79. K. to Kt. seventh	79. Q. to Q. Kt. fifth (check)
80. K. to B. sixth	80. Q. to Q. B. fifth (check)
81. K. to Q. seventh	81. Q. to K. third (check)
82. K. to Q. eighth	82. Q. to Q. Kt. third (check)
83. K. to Q. seventh	83. Q. to K. third (check)
84. K. to B. seventh	84. Q. takes P.
85. Q. to Q. seventh (check)	85. K. to B. third
86. Q. to Q. eighth (check)	86. K. to B. second
87. Q. to Q. fifth (check)	87. Q. interposes

Drawn game.

(The duration of this fine Game exceeded 7 hours.)

Notes.

(a) One of the safest and best openings known. See the "Hand-book," p. 384, and the games in the celebrated match between MM. St. Amant and Staunton, *Chess Player's Chronicle*, vol 5.

(b) Throughout this game both players exert themselves to the utmost, and there is scarcely a move in it which does not bear the impress of careful study and reflection.

(c) An ingenious endeavour to bring his Bishop into action against the adverse King.

(d) Preparatory to a beautiful and brilliant manœuvre.

(e) Here Black forgot himself. By checking with the Queen instead of the Rook he might have won easily. For example :—

43. K. to his second (best)	42. Q. to K. R. eighth (check)
44. If R. to Q. square, or R. to K. B. square	43. Q. to K. fifth
	44. R. to K. R. seventh

And wins.

White may vary his 44th move, but in no way can he save the game.

(f) Threatening presently to win the Bishop, or to take the Q. Kt. P. with his Rook, and, if the B. took the R., to mate in two more moves.

(g) Q. to Q. B. fifth would have been much better, for suppose—

61. Q. takes R., (or A)	60. Q. to Q. B. fifth
	61. Q. takes Q.

And White cannot save the game.

(A)

61. P. to Q. Kt. seventh	61. Q. to her B. second (check)
62. B. to Q. Kt. sixth (best)	62. Q. to her B. sixth, (check)

And then mates in two more moves.

(h) At this crisis White is guilty of an oversight, as remarkable as that of his opponent at move 60, for he had only now to take the Q. P. with his Bishop to win the day. Let us suppose, for instance :—

77. B. takes Q. P.	77. Q. takes B.
78. K. to Q. Kt. eighth	

[And Black cannot save the game.



GAME THE FIFTH. (FEB. 23rd.)

Black. (MR. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to Q. Kt. third (*a*)
5. Q. Kt. to Q. R. third (*b*)
6. B. to Q. Kt. second
7. P. to K. R. third
8. Q. takes B.
9. K. B. to Q. B. fourth
10. Castles, Q. R. (*c*)
11. P. to Q. fourth
12. Q. B. takes P.
13. Q. R. takes Kt.
14. P. to Q. Kt. fourth
15. P. takes P.
16. K. to Q. Kt. second (*e*)
17. R. takes P.
18. K. R. to Q. square
19. K. R. to Q. fourth
20. Q. to Q. third
21. R. takes B.
22. P. to K. Kt. fourth
23. B. to Q. fifth
24. K. to B. square
25. P. to Q. B. third
26. R. to Q. Kt. fourth
27. K. to Q. B. second
28. B. takes Q. Kt. P.
29. B. to K. fourth (dis. check)
30. B. takes R.
31. R. to Q. Kt. third
32. B. to B. fifth (check)
33. R. to Q. Kt. seventh
34. K. to Q. Kt. third

White. (MR. HORWITZ.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to Q. third
4. Q. B. to K. Kt. fifth
5. P. to K. third
6. P. to K. B. third
7. B. takes K. Kt.
8. K. Kt. to R. third
9. Q. to Q. second
10. Castles
11. P. takes P.
12. Kt. takes Q. B.
13. P. to Q. fourth
14. B. takes P. (*d*)
15. Q. to Q. R. fifth
16. P. takes P.
17. K. to Kt. square (*f*)
18. Q. R. to Q. B. square (*g*)
19. B. to Q. B. fourth
20. B. takes R. (check)
21. Q. to Q. R. fourth
22. Q. R. to Q. square
23. Q. to Kt. third (check)
24. K. R. to K. square
25. Kt. to K. Kt. square
26. Q. to Q. B. second (*h*)
27. Kt. to K. second
28. R. takes Q.
29. K. to Q. B. square
30. Kt. to Q. fourth
31. Q. takes K. B. P.
32. K. to Q. square
33. Kt. to K. sixth (check)
34. Kt. takes B.

Black surrendered.

[Notes.]

Notes.

(a) To prevent White getting the powerful opening which he obtained in the preceding game by playing his P. to K. Kt. third, and K. B. to K. Kt. second.

(b) A weak manœuvre to venture in a match game, and against such an opponent, though the notion is ingenious. Black played the Kt. thus in the hope that White might be tempted to move Q. Kt. to Q. fifth, in which case he would have captured that Kt. with his K. Kt., leaving the Q. *en prise*.

(c) If instead of this move, Black had played Q. Kt. to his fifth, White might have moved P. to Q. R. third, and if then his adversary took the K. P. with B., White would not immediately have taken the B. from fear of Kt. to Q. B. seventh (check), but by moving Q. to K. second first, must have won either the B. or Kt.

(d) If P. takes K. P. the following moves are probable :—

- | | |
|-------------------------|-------------------------------|
| 15. R. takes P. | 14. P. takes K. P. |
| 16. K. to Kt. second | 15. Q. to Q. seventh (check) |
| 17. Q. to her Kt. third | 16. Q. takes Q. Kt P. (check) |

And Black will regain a Pawn we believe.

(e) His only move to avert immediate ruin.

(f) B. takes Kt., with the view to win the Bishop afterwards, would have been of no avail, as the Rook played to Q. B. fifth (check), would have won the Q. in return. The following variation shews also that taking the R. first would have been equally serviceless —

- | | |
|-------------------------------|-----------------------------|
| 18. B. takes R. | 17. R. takes R. |
| 19. Q. takes B. | 18. B. takes Kt. (check) |
| 20. Q. to Q. B. third (check) | 19. Q. to her fifth (check) |

And White cannot win the Bishop.

(g) Well played.

(h) White plays all this with unusual care.



GAME THE SIXTH—(FEB. 26th)

White. (Mr. HORWITZ.)

1. P. to K fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to K. second.
5. P. to K. fifth (a)

Black. (Mr. HAREWITZ.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third.
4. P. to Q. fourth
5. P. to K. B. third

<i>White.</i> (Mr. HORWITZ.)	<i>Black.</i> (Mr. HARRWITZ.)
6. K. B. to Q. Kt. fifth	6. Q. to Q. Kt. third
7. B. takes Kt. (check)	7. P. takes B.
8. Castles	8. K. B. to K. second
9. Q. Kt. to B. third	9. P. to Q. R. fourth
10. Q. Kt. to Q. R. fourth	10. Q. to Q. Kt. fifth
11. P. to Q. B. third	11. Q. takes K. B. P.
12. P. to Q. fourth	12. Q. to K. Kt. fifth
13. P. to K. R. third	13. Q. to K. R. fourth
14. Q. Kt. to Q. Kt. sixth	14. Q. R. to Q. Kt. square
15. Kt. takes B.	15. R. takes Kt.
16. Q. to Q. R. fourth	16. P. at Q. B. fourth takes P.
17. Q. B. P. takes P.	17. K. B. to Q. square
18. B. to Q. second	18. Kt. to K. second
19. B. takes Q. R. P.	19. Q. R. to Q. R. square
20. P. to Q. Kt. fourth	20. Castles
21. P. takes P.	21. P. takes P.
22. Q. R. to K. square	22. P. to K. fourth
23. P. takes P.	23. B. to Q. Kt. third (check)
24. K. to R. square	24. P. takes P.
25. Q. R. takes P.	25. Q. takes R. (b)
26. Kt. takes Q.	26. R. takes R. (check)
27. K. to R. second	27. B. to Q. B. second
28. P. to K. Kt. third	28. B. takes Kt.
29. K. to Kt. second	29. Q. R. to K. B. square
30. B. to Q. Kt. sixth	30. P. to Q. fifth
31. P. to K. R. fourth	31. Q. R. to K. B. seventh (check)
32. K. to R. third	32. P. to K. R. fourth (c)

Black announced Mate in three moves.

Notes.

(a) In this position of the close opening we much prefer Black's game. The Pawn of White at K.'s fifth is too far advanced to be maintained safely.

(b) Capital. As unexpected as excellent.

(c) The termination of this game is in Mr. Harrwitz' best style, and deserves to be perused and re-perused by every lover of ingenious strategy in Chess.



GAME THE SEVENTH—(Feb. 27.)

Black. (Mr. HAREWITZ.)

1. P. to K. fourth
2. K. Kt. to B. third.
3. P. to Q. fourth
4. Kt. takes P.
5. Q. Kt. to B. third
6. K. B. to Q. B. fourth
7. P. to K. B. fourth
8. B. takes K. B. P. (check)
9. Q. Kt. takes Kt.
10. Q. Kt. to K. B. second
11. K. Kt. to K. B. third
12. Castles
13. P. to Q. B. third
14. K. R. to K. square
15. Q. Kt. to Q. third
16. Q. Kt. to K. fifth
17. Q. Kt. to K. Kt. fourth
18. Kt. takes B. (check)
19. B. to Q. second
20. Q. to Q. Kt. third (check)
21. R. takes R.
22. P. to Q. B. fourth (c)
23. K. to R. square
24. R. to K. square
25. B. takes Kt.
26. K. Kt. P. takes B.
27. Q. to Q. square
28. R. takes R.
29. K. to Kt. square
30. Q. takes Q.
31. K. to K. B. second
32. K. takes P.
33. K. to K. B. third
34. P. to Q. Kt. third
35. K. to K. third

White. (Mr. HORWITZ.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to K. second
6. Castles
7. Kt. takes K. P. (a)
8. R. takes B.
9. P. to Q. fourth
10. P. to Q. B. fourth
11. Q. Kt. to B. third
12. P. to Q. Kt. third
13. Q. to Q. third
14. Q. B. to Q. Kt. second (b)
15. K. B. to K. B. third
16. K. R. to K. second
17. Q. R. to K. square
18. P. takes Kt.
19. P. to Q. fifth
20. K. to R. square
21. R. takes R.
22. P. to Q. sixth
23. R. to K. seventh
24. Kt. to Q. R. fourth
25. B. takes Kt.
26. P. takes B.
27. Q. takes P. at K. B. fourth (d)
28. Q. takes K. B. P. (check)
29. Q. takes R. (e)
30. P. takes Q.
31. K. to K. Kt. second
32. K. to K. Kt. third
33. K. to K. B. fourth
34. K. to K. fourth
35. P. to Q. R. fifth

Black. (MR. HARRWITZ.)

36. P. takes P.
37. P. to K. R. third
38. P. to K. R. fourth
39. P. to Q. R. third
40. K. to B. third
41. K. to B. second (*f*)
42. K. to Kt. second

White. (MR. HORWITZ.)

36. P. to Q. R. fourth
37. P. to K. B. fourth
38. P. to K. R. fourth
39. P. to K. B. fifth (check)
40. K. to B. fourth
41. K. to Kt. fifth
42. K. takes R. P.

And Black resigns.

Notes.

(a) The correct move, and one Mr. Harrwitz should have been vigilant enough to prevent.

(b) Although at present shut out from operation by the intervening pieces, this Bishop will be found to play an important part in the battle by-and-bye.

(c) This gives White a "passed Pawn," a great advantage in skilful hands.

(d) White plays this end game very finely.

(e) By taking with the Pawn, he would have subjected himself to innumerable checks from the adverse Queen.

(f) Black must now surrender the opposition, and submit to the invasion of his territory by the enemy.



GAME THE EIGHTH.—(FEB. 28.)

White. (MR. HORWITZ.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. Q. to K. second
6. P. to Q. R. third
7. K. B. to Q. R. second
8. Kt. takes Kt.
9. Kt. to Q. square
10. P. to Q. third
11. Castles
12. P. to K. B. fourth
13. P. to K. B. fifth

Black. (MR. HARRWITZ.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. K. Kt. to K. second
5. P. to Q. R. third
6. P. to Q. Kt. fourth
7. Q. Kt. to Q. fifth
8. P. takes Kt.
9. Kt. to K. Kt. third
10. K. B. to Q. third
11. Q. to Q. B. second
12. P. to K. B. third
13. K. P. takes K. B. P. (a)

White. (MR. HORWITZ.)

P. takes P. (dis. check)
 to K. R. fifth (check)
 to Q. B. fourth
 . to K. B. second
 . to K. fourth
 to Q. Kt. fourth (c)
 takes B.
 to K. second
 to K. B. third
 R. to Kt. square
 to K. R. sixth
 P. takes P.
 takes Q.
 to K. third
 to K. B. second
 B. takes Q. B. P.
 takes K. P.
 takes P. (check)
 takes R. (check)
 to K. B. third
 to K. sixth
 to K. R. third
 to Q. Kt. third
 to Kt. fourth
 to K. Kt. third
 to Q. B. third (check)
 to Q. B. eighth
 to Q. B. fifth
 takes R. P.
 to B. third
 to Q. R. fifth
 to Q. B. eighth
 to K. third
 to Q. fourth
 to Q. B. fourth
 to Q. third
 to Q. fourth

Black. (MR. HAREWITZ.)

14. Kt. to K. second
 15. K. to Q. square
 16. Q. B. to Q. Kt. second
 17. Q. to Q. B. fourth (b)
 18. B. takes Kt.
 19. Q. to Q. B. third
 20. Q. Kt. P. takes P.
 21. P. to Q. sixth
 22. B. to K. fourth
 23. P. to K. Kt. third
 24. K. Kt. P. takes P.
 25. Q. takes Q.
 26. P. to Q. fourth (d)
 27. K. R. to Kt. square (e)
 28. P. to Q. fifth
 29. Q. P. takes Q. B. (check)
 30. K. R. to K. Kt. fifth
 31. K. R. interposes
 32. B. takes R. (check)
 33. B. to K. fourth
 34. K. to Q. B. second
 35. Q. R. to Q. square
 36. Kt. to Q. B. third
 37. R. to Q. seventh
 38. Kt. to Q. fifth
 39. K. to Q. third
 40. Kt. takes K. B. P. (f)
 41. Kt. takes K. Kt. P.
 42. P. to K. B. fourth (check)
 43. Kt. to K. fifth
 44. R. to K. R. seventh
 45. R. to B. seventh (check)
 46. B. to B. fifth (check)
 47. R. to Q. seventh (check)
 48. R. to B. seventh (check)
 49. R. to Q. B. sixth (check)
 50. B. to K. sixth

And Mates.

Notes.

If he had taken the K. R. P. with his B., checking, he must
 naly have lost a piece. Suppose:—

K. to R square
 Q. to K. R. fifth (check) &c.

13. B. takes K. R. P. (check)
 14. Kt. moves

If Black does not move the Kt., White will either take it, or play Q. to K. R. fifth.

(b) To win the K. B. P., or get a discovered check upon the King presently.

(c) Ingenious, but not sound, we fancy.

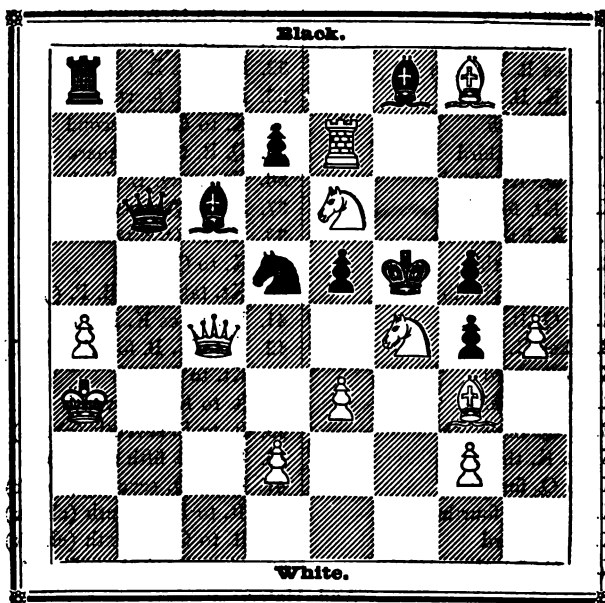
(d) By changing off the Queens, Black has much lessened his disadvantage in position, and now his superiority in Pawns begins to tell.

(e) Had he been tempted to play the P. to Q. fifth, White might have retreated the Bishop again, and there would have been a good deal of trouble in maintaining the three Pawns intact, afterwards.

(f) Unmasking the Bishop on White's Rook.

PROBLEM, No. 21.

By an Amateur in India.



White to play, and Mate in six moves.



GAME THE NINTH.—(MARCH 1.)

Black. (Mr. HARRWITZ.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. B. to K. Kt. fifth
5. K. Kt. to B. third
6. P. to K. third
7. P. to Q. fifth
8. B. takes B.
9. Kt. takes Kt.
10. K. Kt. to Q. second
11. Q. B. P. takes P.
12. K. B. to Q. B. fourth
13. Q. to Q. B. second
14. Castles on K.'s side
15. P. to Q. R. fourth
16. P. to Q. R. fifth (*a*)
17. P. to K. R. third
18. Q. R. to K. square
19. P. to K. B. fourth
20. P. to K. fourth
21. Kt. takes K. B. P. (*c*)
22. R. takes Kt.
23. P. takes R.
24. K. to R. square
25. Q. takes B.
26. K. to Kt. square
27. K. to R. second
28. Q. to K. Kt. third
29. Q. takes Q. P.
30. K. to R. square
31. K. to R. second
32. K. to R. square
33. K. to R. second
34. K. to R. third

White. (Mr. HORWITZ.)

1. P. to K. third
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to K. second
5. Castles
6. P. to Q. B. fourth
7. K. Kt. to K. fifth
8. Q. takes B.
9. P. takes Kt.
10. K. P. takes Q. P.
11. P. to Q. third
12. Q. Kt. to Q. second
13. Q. Kt. to K. B. third
14. B. to Q. second
15. P. to Q. R. third
16. B. to K. B. fourth
17. Kt. to Q. second
18. Kt. to K. fourth
19. K. P. takes K. B. P. in passing
20. B. takes K. R. P. (*b*)
21. Kt. takes Kt.
22. R. takes R.
23. Q. to K. Kt. fourth (check)
24. B. to K. Kt. seventh (ch.) (*d*)
25. Q. to K. R. fifth (check)
26. Q. takes R. (check)
27. R. to K. B. square
28. Q. to K. sixth
29. Q. to K. B. seventh (check)
30. Q. takes P. (check)
31. Q. to K. B. seventh (check)
32. Q. to K. eighth (check)
33. R. to K. B. seventh (check)
34. R. to K. B. sixth (check)

And Black resigns.

Notes.

- (a) The only move. Had he given White time to advance his P. to Q. Kt. fourth, it would have cost him his Q. P.
 (b) Very well played. This move Black must have omitted to consider when he ventured to advance the P. to K. B. fourth.
 (c) Taking the Bishop would have been immediately fatal.
 (d) This is the style we like.



GAME THE TENTH.—(MARCH 2.)

White. (MR. HORWITZ.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. P. to Q. R. third
6. Q. to K. second
7. K. B. to Q. R. second
8. Kt. takes Kt.
9. Kt. to Q. square
10. P. to Q. third
11. Castles
12. P. to K. B. fourth
13. Q. to K. R. fifth
14. P. to K. B. fifth
15. Q. B. to K. Kt. fifth (a)
16. K. R. to K. B. third (b)
17. B. takes Kt.
18. R. takes B.
19. K. R. to K. R. fourth
20. Q. to K. Kt. fourth (d)
21. Kt. to K. B. second
22. Q. takes P. at Q. fifth
23. Q. R. to Q. B. square
24. K. R. to K. Kt. fourth
25. P. to K. R. fourth
26. Kt. to Q. third
27. P. takes P.
28. K. R. to K. Kt. third
29. B. to Q. Kt. third

Black. (MR. HAREWITZ.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. P. to Q. R. third
5. K. Kt. to K. second
6. P. to Q. Kt. fourth
7. Q. Kt. to Q. fifth
8. P. takes Kt.
9. Kt. to K. Kt. third
10. K. B. to Q. third
11. Castles
12. Q. to K. second
13. Q. B. to Q. Kt. second
14. P. takes P.
15. Q. to K. square
16. Kt. to K. B. fifth (c)
17. B. takes B.
18. P. takes P.
19. P. to K. R. third
20. P. takes P.
21. P. takes P.
22. Q. R. to Q. B. square
23. Q. to K. second
24. P. to K. Kt. fourth
25. K. R. to K. square
26. K. to R. second
27. P. takes P.
28. P. to K. B. fourth
29. Q. to K. fifth (e)

White. (Mr. HORWITZ.)

30. Q. to K. B. sixth
31. Q. to K. B. seventh (check)
32. B. takes P.
33. Kt. interposes
34. Q. to K. seventh
35. Kt. takes P. (check)
36. Q. to K. R. seventh (check)
37. Q. to Kt. sixth (check)
38. R. takes P. (check)
39. R. to Kt. fifth (check)
40. Q. to Q. third

Black. (Mr. HAREWITZ.)

30. P. to K. Kt. fifth
31. K. to R. third
32. Q. to Q. fifth (check)
33. R. to K. B. square
34. Q. takes Q. Kt. P.
35. P. takes Kt.
36. K. to Kt. fourth
37. K. to B. fifth
38. K. to K. fourth
39. K. to Q. fifth

Mate.*Notes.*

- (a) Prettily played. Far better than taking the Pawn at once.
- (b) Here also White plays correctly in not capturing the Pawn.
- (c) The only possible move to avert immediate ruin.
- (d) Losing time. He should rather have played the Kt. to K. B. second at once.
- (e) White might now have won the Q., or mated by force in five moves.

**GAME THE ELEVENTH.—(MARCH 5.)***Black. (Mr. HAREWITZ.)*

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. B. to K. Kt. fifth
5. P. to K. third
6. B. takes Kt.
7. P. to K. B. fourth
8. P. to Q. fifth (a)
9. P. takes B.
10. Q. to Q. second
11. P. takes P.
12. K. Kt. to B. third
13. B. to Q. third
14. Castles K. R.
15. K. R. to K. B. second
16. Kt. takes Kt.

White. (Mr. HORWITZ.)

1. P. to K. third
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to K. second
5. Castles
6. B. takes B.
7. P. to Q. B. fourth
8. K. B. takes Q. Kt. (check)
9. Q. to K. B. third
10. P. to K. fourth
11. Q. takes P.
12. Q. to K. B. third
13. P. to Q. third
14. Kt. to Q. second
15. Kt. to K. fourth
16. Q. takes Kt.

Black. (MR. HARRWITZ.)

17. Q. R. to K. B. square
18. K. R. to K. B. third
19. B. to Q. B. second
20. P. to Q. R. fourth
21. Q. R. to Q. Kt. square
22. P. to K. Kt. third
23. P. to K. R. fourth
24. P. takes P.
25. P. to K. fourth
26. P. takes P.
27. Q. to K. B. second
28. Q. R. to K. B. square
29. Q. to K. third
30. K. to K. Kt. second
31. Q. to K. B. fourth (*d*)
32. Q. R. to K. R. square
33. Q. R. to K. R. fourth
34. K. to B. second
35. P. to K. Kt. fourth
36. K. R. to K. third
37. B. to K. fourth (*e*)
38. P. takes P.
39. K. R. to K. R. third
40. R. takes R.
41. Q. to K. third
42. R. to K. Kt. third (check)
43. B. to Q. third
44. K. to B. square
45. R. to K. Kt. fifth
46. Q. to K. sixth (check)
47. K. B. P. takes Q. (check)
48. R. to K. Kt. seventh (check)

White. (MR. HORWITZ.)

17. B. to Q. second
18. K. R. to K. B. third
19. Q. R. to K. B. square
20. P. to Q. R. third
21. B. to Q. B. square
22. P. to K. Kt. third (*b*)
23. P. to K. Kt. fourth
24. K. R. to K. Kt. third
25. Q. to K. Kt. second
26. K. R. takes Kt. P.
27. Q. to K. B. third
28. K. to R. square
29. Q. R. to K. Kt. square
30. Q. to K. R. third (*c*)
31. Q. to K. B. third
32. Q. R. to K. Kt. second
33. B. to Q. second
34. K. to K. Kt. square
35. B. to K. square
36. B. to K. B. second
37. P. to K. R. fourth
38. B. takes P.
39. K. R. to K. Kt. fifth
40. R. takes R.
41. R. to K. R. fifth
42. K. to K. B. second (*f*)
43. R. to K. R. seventh (check)
44. R. to Q. R. seventh
45. B. to K. B. sixth
46. Q. takes Q.
47. K. to K. second

White resigns.

Notes.

(*a*) If Black had taken the Pawn, White would have captured the Kt. with his Bishop, and have ensured the gain of a Pawn in return, with an improved position.

(*b*) P. to K. Kt. fourth would have been infinitely preferable. The move made allows Black too much time.

(*c*) Threatening to win the Queen ingeniously enough.

(*d*) An excellent move both for defence and attack.

(*e*) Anticipating the advance of White's K. R. P., and preparing for it.

(*f*) Better, surely, to K. B. square.

CHESS TOURNAMENT.

CONTINUATION OF THE GAMES.

SECOND SECTION.

THE six winners of the First Section having drawn lots who should be opposed to each other were cast as follows,

Mr. Buckle *versus* Mr. E. Williams.
Mr. G. W. Medley *versus* Mr. Lowe.
Mr. J. R. Medley *versus* Mr. Tuckett.

In this encounter, Mr. Buckle proved victorious over Mr. Williams, and the two Mr. Medleys were equally fortunate in defeating their opponents. The score at the conclusion giving to

Mr. Buckle	2 games	Mr. Williams	0; drawn, 0
Mr. G. W. Medley	2 „	Mr. Lowe	1; drawn, 1
Mr. J. R. Medley	2 „	Mr. Tuckett	0; drawn, 0



GAME THE FIRST.

Between Messrs. BUCKLE and E. WILLIAMS.

White. (MR. BUCKLE.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. K. Kt. to B. third
4. Q. B. to Q. second
5. Q. takes B.
6. Q. Kt. to B. third
7. P. to K. third
8. K. B. to K. second
9. Castles on K.'s side
10. Q. R. to Q. square
11. P. takes Q. B. P.
12. K. Kt. to K. fifth
13. Q. to Q. sixth
14. R. takes Q.
15. K. R. to Q. square

Black. (MR. E. WILLIAMS.)

1. P. to K. third
2. P. to K. B. fourth
3. K. B. checks
4. B. takes B. (check)
5. K. Kt. to B. third
6. P. to Q. Kt. third
7. P. to Q. B. fourth
8. Castles
9. Q. to K. second
10. P. to Q. third
11. Q. P. takes P.
12. B. to Q. Kt. second
13. Q. takes Q.
14. K. R. to K. square
15. Q. Kt. to R. third

White. (Mr. BUCKLE.)

16. P. to K. B. third
17. K. R. to Q. second
18. K. B. to Q. square (*a*)
19. Q. R. to Q. third
20. K. B. to Q. R. fourth
21. Q. Kt. to Kt. fifth
22. K. to B. second
23. Q. Kt. to Q. sixth
24. R. takes Kt.
25. R. takes Q. Kt. P.
26. Kt. to Q. seventh
27. Q. R. takes B.
28. K. R. takes Kt.
29. R. takes R. (check)
30. R. to K. seventh
31. P. takes K. Kt. P.
32. B. to Q. B. second (check)
33. R. takes K. R. P.
34. P. to Q. Kt. third
35. R. to Q. R. seventh
36. K. to K. second
37. B. takes P.
38. R. to Q. B. seventh
39. R. takes B. P.
40. K. to B. second
41. K. to Kt. third
42. K. to B. fourth
43. P. to K. Kt. third
44. P. to K. fourth
45. K. takes K. Kt. P.
46. K. to B. third
47. P. to Q. R. fourth
48. R. to Q. Kt. fifth
49. P. to Q. R. fifth
50. K. to Kt. second
51. B. to Q. square (check)
52. P. to Q. B. fifth
53. B. to K. B. third
54. K. to R. third
55. B. to Q. Kt. seventh
56. P. to Q. R. sixth
57. P. to Q. R. seventh
58. R. to Q. Kt. second

Black. (Mr. E. WILLIAMS.)

16. Q. Kt. to B. second
17. K. R. to K. second
18. Q. Kt. to K. square
19. P. to K. Kt. fourth
20. P. to K. Kt. fifth
21. K. R. to K. Kt. second
22. P. to Q. R. third (*b*)
23. Kt. takes Kt.
24. R. to K. second
25. P. to Q. R. fourth (*c*)
26. Kt. takes Kt.
27. K. to B. second
28. R. takes R.
29. K. to Kt. third
30. R. to R. third
31. P. takes P.
32. K. to B. third
33. R. to Q. Kt. third
34. P. to Q. R. fifth
35. R. to Q. third
36. R. P. takes P.
37. R. to Q. square
38. R. to K. R. square
39. R. takes R. P.
40. R. to K. R. eighth
41. R. to K. eighth
42. R. to K. Kt. eighth
43. R. to K. eighth
44. P. to K. fourth (check)
45. R. takes P. (check)
46. R. to K. eighth
47. R. to Q. B. eighth
48. K. to B. fourth
49. R. to Q. B. sixth (check)
50. K. to Kt. fifth
51. K. to B. fourth
52. R. to Q. B. eighth
53. R. to Q. B. seventh (check)
54. R. to Q. B. sixth
55. R. to Q. B. fifth
56. P. to K. fifth
57. P. to K. sixth

And B ack resigns.

[*Note s.*

Notes.

- (a) In anticipation, probably, of Black's doubling his Rooks.
 (b) Black's position is much embarrassed, and it is not easy to see how he can relieve himself. The move in the text is certainly not calculated to do so.
 (c) This, too, is not at all conducive to the improvement of Black's game.



GAME THE SECOND.

Between the same Players.

Black. (MR. WILLIAMS.)

1. P. to K. B. fourth
2. P. to K. third
3. K. Kt. to B. third
4. P. to Q. Kt. third
5. Q. B. to Kt. second
6. K. B. to Q. third
7. K. Kt. to Kt. fifth.
8. K. Kt. to B. third
9. P. to Q. R. third
10. Q. B. takes Kt.
11. K. Kt. to R. fourth
12. P. to K. Kt. fourth
13. P. to K. Kt. fifth
14. Q. to K. R. fifth (b)
15. K. Kt. to Kt. sixth
16. Q. takes Q. (check)
17. Kt. takes R. (check)
18. K. B. P. takes P. (c)
19. K. R. to Kt. square
20. B. to K. second
21. P. to Q. fourth
22. P. takes P.
23. P. to Q. B. third
24. Q. R. to R. second
25. Q. Kt. to Q. second
26. B. to Q. Kt. fifth
27. B. takes Kt.
28. Kt. to K. B. third
29. Q. R. to K. B. second

White. (MR. BUCKLE.)

1. P. to K. third
2. P. to Q. fourth
3. K. Kt. to B. third
4. K. B. to Q. third
5. Castles
6. P. to Q. B. fourth
7. P. to K. R. third
8. Q. Kt. to B. third
9. Q. to Q. B. second (a)
10. P. takes Q. B.
11. P. to K. B. fourth
12. Q. to K. second
13. P. takes P.
14. P. to K. B. third
15. Q. to K. R. second
16. K. takes Q.
17. B. takes Kt.
18. P. takes P.
19. Kt. to K. fourth
20. K. to Kt. third
21. Q. B. P. takes P.
22. Kt. to Q. B. third
23. K. B. to K. Kt. second (d)
24. Q. B. to Q. second
25. R. to K. R. square
26. P. to K. Kt. fifth (e)
27. B. takes B.
28. R. to K. R. sixth
29. K. to R. third

Black. (MR. WILLIAMS.)

30. Kt. to K. fifth
31. P. takes B.
32. K. to Q. second
33. P. to K. R. third
34. K. R. P. takes P.
35. R. to K. second
36. K. takes R.
37. K. to K. third
38. K. to B. second
39. R. to K. Kt. third
40. R. to Q. third
41. P. to Q. Kt. fourth
42. R. to K. Kt. third
43. P. takes P.
44. R. to Q. third
45. R. to K. Kt. third
46. K. to K. second
47. K. to K. B. second
48. R. to K. Kt. square
49. R. to Q. R. square
50. R. to Q. R. second
51. K. to K. B. square
52. P. to Q. R. fourth
53. R. to Q. R. third (check)

White. (MR. BUCKLE.)

30. K. B. takes Kt.
31. R. to K. sixth (check)
32. R. takes K. P.
33. R. to K. fifth
34. P. takes P.
35. R. takes R. (check)
36. K. to Kt. fourth
37. P. to K. fourth
38. K. to B. fifth
39. B. to Q. second
40. B. to K. third
41. P. to Q. Kt. fourth
42. P. to Q. fifth (f)
43. P. takes P.
44. K. to K. fifth
45. B. to K. B. fourth
46. K. to B. fifth
47. B. to K. fifth
48. B. to B. sixth (g)
49. P. to Q. sixth
50. P. to K. Kt. sixth (check)
51. K. to K. sixth
52. P. to Q. seventh
53. K. to K. B. fifth

Black resigned.

Notes.

(a) This appears to have been an oversight, since it enables Black to obtain an advantage, which, properly followed up, must have given him the game.

(b) K. R. to K. Kt. square at first sight would seem to be the move, but upon careful examination, it appears that White, by playing P. to K. B. third, and afterwards Q. to Kt's. second, might defend himself, at least for a time.

(c) We cannot see the advantage of this move, which not only undoubles the enemy's Pawns, but affords an inlet for his Kt. into the heart of the game.

(d) Threatening to take the Q. P. with his Kt., and (if his Kt. were taken) the P. with his B., gaining at least the exchange.

(e) It is pretty evident that taking the K. R. P. at this moment would have been imprudent, for suppose—

27. K. R. takes P. (check)

28. Kt. to K. B. third (check)

26. R. takes K. R. P.

27. K. takes R.

winning a Pawn in return, and getting an improved position.

(f) The termination of this difficult specimen of Pawn manœuvring is very well played by Mr. Buckle.

(g) The last three moves of this Bishop are capital.



GAME THE THIRD.

Between Messrs. G. MEDLEY and LOWE.

Black. (Mr. LOWE.)

1. P. to K. B. fourth
2. K. Kt. to B. third
3. P. to K. third
4. K. B. checks
5. Castles
6. P. to Q. third
7. P. to K. fourth
8. Q. Kt. to Q. B. third
9. B. takes Kt.
10. Q. Kt. to K. second
11. K. Kt. to K. R. fourth (a)
12. Kt. takes Kt.
13. Kt. to K. Kt. third
14. P. to K. fifth
15. P. to Q. B. third
16. Kt. to K. second
17. R. to B. third
18. Q. B. to K. third
19. Q. to K. square
20. Q. to K. B. second
21. P. to Q. fourth
22. Kt. to K. Kt. third
23. P. to K. R. third
24. Q. R. to Q. square
25. Q. R. to Q. second
26. P. to Q. R. third
27. Q. R. to K. second
28. B. to Q. B. square
29. K. to R. second
30. Kt. takes K. B. P. (d)
31. Kt. to Q. sixth (check)
32. K. R. takes Q.
33. B. to K. third
34. B. takes P.
35. P. takes B.

White. (Mr. G. MEDLEY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. third
4. Q. Kt. to B. third
5. K. B. to Q. third
6. K. Kt. to K. second
7. Castles
8. P. to Q. R. third
9. P. takes B.
10. P. to K. B. third
11. Kt. to K. Kt. third
12. P. takes Kt.
13. P. to K. B. fourth
14. B. to Q. B. second
15. K. to K. B. second (b)
16. R. to K. R. square
17. Q. B. to Q. second
18. B. to Q. Kt. third
19. Q. R. to Q. Kt. square
20. P. to Q. B. fifth
21. B. to Q. R. second
22. Q. to K. R. fifth
23. Q. R. to Q. Kt. second
24. K. R. to Q. Kt. square
25. P. to Q. R. fourth
26. P. to Q. R. fifth
27. Q. R. to Q. Kt. sixth
28. Q. R. to Q. Kt. fourth
29. P. to Q. B. fourth (c)
30. Q. takes Q.
31. K. to Kt. square
32. Q. R. to Kt. sixth
33. P. takes P.
34. B. takes B.
35. P. to Q. B. sixth

Black. (Mr. LOWN.)

36. P. takes P.
37. Q. R. to Q. Kt. second
38. K. R. to Q. B. second
39. K. R. takes R.
40. R. to Q. Kt. seventh (f)
41. Kt. to Q. Kt. fifth
42. Kt. to Q. sixth
43. Kt. takes R.
44. Kt. to Q. B. fifth
45. Kt. takes P. (check)
46. Kt. takes P.
47. Kt. to K. sixth
48. K. to Kt. third
49. K. to B. third
50. P. to K. Kt. fourth
51. Kt. to Q. eighth
52. Kt. to Q. Kt. seventh
53. Kt. to Q. B. fifth
54. Kt. takes P. (h)
55. P. to K. B. fifth
56. P. takes P.
57. K. to B. fourth
58. P. to K. sixth
59. P. to B. sixth

White. (MR. MEDLEY.)

36. Q. R. takes Q. B. P.
37. K. R. to Q. Kt. sixth
38. K. to K. B. square
39. R. takes K. R. (e)
40. K. to K. second
41. R. to Q. Kt. sixth
42. R. takes R. (g)
43. B. to Q. B. third
44. K. to Q. square
45. K. to Q. B. square
46. K. to Q. Kt. second
47. K. to Kt. third
48. K. to Kt. fourth
49. K. to B. fifth
50. K. to Kt. sixth
51. B. to K. square
52. K. takes P.
53. K. to Kt. fifth
54. B. takes Kt.
55. P. takes P.
56. B. to Q. B. seventh
57. K. to B. fifth
58. K. takes P.

White resigns.

Notes.

- (a) With the object, we suppose, of advancing the K. B. Pawn.
- (b) For the purpose of opening an attack on the adverse King, but the intention was better than the execution.
- (c) Overlooking the palpable unmasking of Black's Queen next move. He should have played K. to B. square.
- (d) Black might have made this move before, if he had sooner prepared for it by moving his King to R. second.
- (e) Better, perhaps, to have taken the other Rook.
- (f) Even a fourth-rate player might, we should think, have seen the very obvious method of winning now at his command. Let us suppose, instead of R. to Q. Kt. seventh, he had simply played

- | | |
|-----------------------------------|-------------------------------|
| 40. R. to Q. Kt. eighth (check) | 40. K. to his second |
| 41. R. to K. Kt. eighth | 41. R. takes Q. R. P. |
| 42. R. takes P. (check) | 42. K. to Q. square |
| 43. Kt. to Q. Kt. seventh (check) | 43. K. to Q. B. square (best) |
| 44. Kt. to Q. B. fifth | 44. B. to K. square |
| 45. Kt. takes K. P. | |

And must win.

- (g) It would have been better, surely, to take the Q. R. P.
- (h) The safe game. White has no chance left after this.



GAME THE FOURTH.

Between the same players.

White. (Mr. G. MEDLEY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. P. to K. third
6. K. B. to Q. third
7. Castles
8. K. Kt. to K. fifth
9. P. to K. B. fourth
10. K. B. to Q. B. second
11. K. P. takes P.
12. Q. Kt. to K. fourth
13. K. B. P. takes B.
14. Q. takes Q.
15. Kt. takes Kt. (check) (*c*)
16. Q. B. to K. R. sixth (*d*)
17. Q. B. takes R.
18. Q. B. to Q. B. square
19. R. to K. B. third
20. R. takes Kt.
21. K. R. to K. R. third
22. Q. R. to Q. square
23. Q. R. to Q. seventh
24. Q. R. to Q. sixth
25. K. R. to Q. R. third
26. R. takes Q. R. P.
27. K. R. to Q. Kt. sixth
28. P. takes P.
29. Q. R. to Q. square
30. R. to Q. B. square
31. K. to B. second
32. R. to Q. Kt. fourth
33. P. to Q. R. fourth
34. R. to Q. Kt. fifth
35. R. takes R.

Black. (Mr. LOWE.)

1. P. to Q. B. third (*a*)
2. P. to Q. fourth
3. K. Kt. to B. third
4. P. to K. third
5. K. B. to Q. third
6. Castles
7. P. to Q. R. third
8. P. to Q. B. fourth
9. Q. Kt. to B. third
10. Q. B. P. takes P.
11. P. takes P.
12. B. takes K. Kt.
13. Q. takes P. (check) (*b*)
14. Q. Kt. takes Q.
15. P. takes Kt.
16. P. to K. B. fourth (*e*)
17. Kt. takes K. B.
18. Kt. to K. sixth
19. K. takes B.
20. P. to Q. Kt. fourth
21. K. to Kt. square
22. B. to Q. Kt. second
23. B. to Q. B. third
24. R. to Q. B. square
25. P. to Q. Kt. fifth
26. B. to Q. Kt. fourth
27. P. to Q. B. sixth (*f*)
28. P. takes P.
29. P. to Q. B. seventh
30. B. to Q. sixth
31. B. to K. fifth
32. R. to Q. B. fourth
33. R. takes K. P. (*g*)
34. R. to Q. fourth
35. P. takes R.

White. (Mr. G. MEDLEY.)

- 36. K. to K. third
- 37. P. to Q. R. fifth
- 38. K. to Q. fourth
- 39. P. to Q. R. sixth

Black. (Mr. LOWE.)

- 36. K. to Kt. second
- 37. K. to B. third
- 38. P. to K. B. fifth.

And Black resigns.

Notes.

- (a) This is novel, but that is certainly the only merit it possesses.
- (b) But why not, Kt. takes Kt. first, winning another clear Pawn?
- (c) His only prospect of saving the game.
- (d) Well played. If Black take the Bishop, White at least will draw the game, by R. to K. B. third.
- (e) Much too profound for us. Where is the danger of moving away the Rook, to Q. square?
- (f) Ingenious, and an ingenious move from this "Professor" is so great a rarity, that it deserves to be proclaimed.
- (g) Rushing blindly into the "springe."



GAME THE FIFTH.

Between the same Players.

Black. (Mr. LOWE.)

- 1. P. to K. B. fourth
- 2. K. Kt. to B. third
- 3. P. to K. third
- 4. K. B. to K. second
- 5. P. to Q. third
- 6. Castles
- 7. P. to K. fourth
- 8. P. to K. fifth
- 9. P. to Q. fourth
- 10. Q. B. to K. third
- 11. R. takes Q. B.
- 12. Q. Kt. to R. third
- 13. P. to Q. B. third
- 14. Q. Kt. to Q. B. second
- 15. K. R. to K. R. third
- 16. Q. R. to Q. B. square
- 17. P. to K. Kt. fourth

White. (Mr. G. MEDLEY.)

- 1. P. to Q. fourth
- 2. Q. B. to K. Kt. fifth
- 3. P. to K. third
- 4. K. B. to Q. third
- 5. K. Kt. to K. second
- 6. Castles
- 7. P. to K. B. fourth
- 8. B. to Q. B. fourth (check)
- 9. B. to Q. Kt. third
- 10. Q. B. takes K. Kt.
- 11. Q. Kt. to Q. second
- 12. P. to Q. B. fourth
- 13. P. to Q. R. third
- 14. K. Kt. to Q. B. third
- 15. Q. R. to Q. B. square
- 16. Q. to K. second
- 17. P. takes Q. P.

Black. (Mr. Lowe.)

18. Q. B. P. takes P.
19. K. B. takes P.
20. Q. to Q. third
21. K. R. to K. Kt. third
22. K. R. to Kt. second
23. B. takes Kt.
24. Q. takes Q.
25. Q. R. to Q. square
26. Kt. to K. square (a)
27. Q. R. to B. square
28. B. takes R.
29. R. to Q. B. second
30. R. takes R.
31. Kt. to Q. third
32. K. to K. B. second
33. B. to K. third
34. Kt. to B. fifth (c)
35. Q. P. takes B.
36. P. to Q. R. third
37. K. to K. B. third
38. K. to Kt. fourth
39. P. to Q. Kt. fourth
40. K. to Kt. third
41. K. B. P. takes P.
42. P. to Q. R. fourth
43. B. to Q. B. square
44. P. to Q. Kt. fifth
45. Q. R. P. takes P.
46. P. to Q. B. sixth
47. Q. Kt. P. takes P.
48. P. to Q. B. seventh
49. B. to Q. R. third
50. B. to Q. B. fifth
51. B. takes Q. P.
52. B. to Q. B. fifth
53. B. to K. third (check)
54. K. to R. fourth
55. B. to Q. B. fifth
56. K. to Kt. third
57. B. to K. third (check)
58. B. to Q. B. fifth
59. B. to K. third (check)
60. B. to Q. B. fifth

White. (Mr. G. MEDLEY.)

18. K. B. P. takes Kt. P.
19. Q. to K. B. second
20. P. to K. Kt. third
21. K. Kt. to K. second
22. K. Kt. to K. B. fourth
23. Q. takes B.
24. K. R. takes Q.
25. K. R. to B. second
26. B. to Q. square
27. R. takes R.
28. Kt. to Q. Kt. third
29. R. to Q. B. second
30. B. takes R.
31. Kt. to Q. second
32. B. to Q. Kt. third
33. Kt. to Q. Kt. square (b)
34. B. takes Kt.
35. Kt. to Q. B. third
36. P. to K. Kt. fourth (d)
37. K. to K. B. second
38. K. to Kt. third
39. P. to K. R. fourth (check)
40. K. to K. B. fourth
41. Kt. takes K. P.
42. K. Kt. to Q. B. fifth (e)
43. P. to K. fourth (f)
44. Q. R. P. takes P.
45. P. to K. fifth
46. Q. Kt. P. takes P.
47. Kt. to Q. third
48. P. to Q. fifth
49. Kt. to Q. B. square
50. K. takes Kt. P.
51. Kt. to Q. third
52. K. to Q. B. square
53. K. to B. fourth
54. K. to Kt. third
55. K. to R. third
56. K. to Kt. fourth
57. K. to B. fourth
58. K. to Kt. fourth
59. K. to K. B. fourth
60. K. to Kt. fourth

Black. (Mr. Lowe.)

61. B. to Q. fourth
 62. P. to R. third
 63. B. to Q. B. fifth

White. (Mr. G. Medley.)

61. K. to B. fourth
 62. Kt. to Q. third
 63. Kt. to Q. B. square

Drawn Game.

Notes.

- (a) To liberate his Kt.
 (b) Threatening to gain a Pawn.
 (c) This gives White a passed Pawn.
 (d) The correct move.
 (e) Very tempting, but we have a notion that Kt. to K. Kt. third is a better move.

(f) Some variations have been submitted to us, with the view of shewing that Mr. Medley would have won now by advancing his P. to Q. fifth, instead of P. to K. fourth, but we must confess they appear to us to prove the very reverse. They commence thus :

Black.

44. P. to Q. Kt. fifth
 45. P. takes P.
 46. P. to Q. B. sixth
 47. P. takes P.
 48. B. takes P.

White.

- “43. P. to Q. fifth
 44. P. takes P.
 45. P. to Q. sixth
 46. P. takes P.
 47. P. to Q. seventh

If he does not take, but advances his Q. B. P., each party ‘ Queens,’ and White gives Mate in three moves.

49. P. to Q. B. seventh

48. Kt. takes B.
 49. Kt. to K. fifth (check)

and then Kt. to Q. third in time to stop the Pawn.”

All this is very good, so far, but the proposer of these moves has jumped to his conclusion somewhat prematurely. Let us carry the variation a move or two farther :

50. K. to R. fourth
 51. K. takes K. R. P.
 52. P. to K. Kt. sixth
 53. K. to K. R. sixth

50. K. to Q. third
 51. P. to K. fourth
 52. K. to B. sixth

How will White save this game ?



GAME THE SIXTH.

Between the same Players.

White. (MR. LOWE)

1. P. to K. B. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to Q. third
5. K. Kt. to B. third
6. P. takes P.
7. P. to K. third
8. K. B. to K. second
9. Castles
10. B. to Q. second
11. P. to Q. fourth
12. B. to Q. B. fourth
13. Kt. to K. second
14. Kt. to K. Kt. third
15. Q. R. to Q. B. square
16. K. B. to Q. Kt. third
17. Q. to K. second
18. P. to K. R. fourth
19. P. to Q. R. third
20. K. to K. B. second (a)
21. P. to K. R. fifth
22. R. to K. R. square
23. Q. to Q. third
24. P. takes P. *en passant*
25. Kt. to K. second
26. P. to K. Kt. third
27. R. to K. R. third
28. Q. to Q. B. fourth
29. R. takes P.
30. Kt. to K. R. second
31. Q. to Q. B. fifth
32. P. takes Q. (c)
33. K. B. to Q. B. second (d)

Black. (MR. G. MEDLEY.)

1. P. to K. B. fourth
2. K. Kt. to B. third
3. P. to K. third
4. Q. Kt. to B. third
5. P. to Q. fourth
6. Kt. takes P.
7. K. B. to K. second
8. Castles
9. K. B. to B. third
10. K. to R. square
11. Q. Kt. to K. second
12. P. to Q. B. third
13. Q. B. to Q. second
14. Q. B. to K. square
15. Q. B. to K. Kt. third
16. K. R. to K. Kt. square
17. Q. to Q. third
18. Q. R. to K. B. square
19. P. to K. R. third
20. Q. R. to K. square
21. Q. B. to K. R. second
22. Q. R. to K. B. square
23. P. to K. Kt. fourth
24. K. R. takes P.
25. Q. R. to K. Kt. square
26. Q. R. to K. Kt. second
27. Kt. to K. Kt. square
28. P. to K. R. fourth (b)
29. Kt. to K. R. third
30. K. B. to Q. square
31. Q. takes Q.
32. Kt. to K. B. third
33. Kt. takes R.

White. (MR. LOWE.)

34. R. to K. Kt. square
35. Kt. takes Kt.
36. K. B. to Q. Kt. third
37. K. B. to Q. B. fourth
38. P. to Q. Kt. fourth
39. Kt. takes Kt.
40. K. B. takes P. (check)
41. R. takes R.
42. K. to K. second
43. B. to Q. B. third
44. K. B. to Q. B. eighth
45. P. takes P.
46. B. to Q. fourth
47. B. to Q. B. fifth (check)
48. B. to K. sixth
49. B. to Kt. sixth (check)
50. K. to Q. third
51. K. to Q. fourth
52. K. to B. third
53. B. to Q. B. eighth
54. K. to Q. Kt. third
55. K. to B. third
56. K. to Q. fourth
57. B. to Q. Kt. seventh
58. B. to Q. B. fifth
59. K. takes B.
60. K. to Q. fourth
61. K. to K. fifth

Black. (MR. G. MEDLEY.)

34. Kt. to Kt. fifth (check)
35. K. R. takes Kt.
36. K. R. to Kt. third
37. K. to K. Kt. square
38. Kt. takes K. Kt. P. (e)
39. R. takes Kt.
40. K. to K. B. square
41. B. to K. R. fifth
42. R. takes R.
43. K. to K. second
44. P. to Q. Kt. third
45. P. takes B.
46. P. to Q. Kt. fourth
47. K. to Q. square
48. B. to K. second
49. K. to K. square
50. R. to K. Kt. seventh (check)
51. B. to Q. third
52. K. to K. second
53. R. to Q. R. seventh
54. B. to K. Kt. square (check)
55. R. takes P. (check)
56. B. to K. third
57. K. to Q. second
58. B. takes B. (check)
59. B. to Q. fourth
60. K. to Q. B. second
61. B. to K. fifth

White resigns.

Notes.

- (a) Preparatory to an attack on the King's side with his Rooks.
- (b) This was sacrificed to enable his Kt. to come into play—a somewhat hazardous step, considering the present was the all-important game of the contest.
- (c) He takes thus to afford an opportunity for his Q. Bishop to operate presently.
- (d) Conceive such a move as this, actually giving away a Rook for nothing now, in the deciding game of a match!
- (e) Black has the ball at his foot and can do what he likes.

The remainder of the Tournament Games will be given in our next.

SOLUTIONS TO PROBLEMS.

No. 1, p. 7.

- | WHITE. | BLACK. |
|-------------------------------|--------------------|
| 1. R. to K. Kt. fifth (check) | B. takes R. (best) |
| 2. P. to Q. B. fourth (check) | B. takes P. |
| 3. B. to K. fourth (check) | K. takes B. |
| 4. Q. to K. B. third (check) | K. takes Q. |
| 5. Kt. from R. seventh | |

Mates.

No. 2, p. 12.

- | WHITE. | BLACK. |
|----------------------------|-----------------|
| 1. B. to K. fifth | K. to R. fifth |
| 2. Kt. to B. third (check) | K. to Kt. fifth |
| 3. B. to K. B. sixth | K. to B. fifth |
| 4. Kt. to K. fifth | Pawn moves |
| 5. Kt. to Q. third | |

Mates.

No. 3, p. 16.

- | WHITE. | BLACK. |
|-----------------------------------|--------------------------|
| 1. B. to Q. B. fifth (dis. check) | K. to Kt. fourth |
| 2. R. to Q. B. fourth | B. or P. takes B. (or A) |
| 3. Q. to Q. R. fourth (check) | K. to Kt. third |
| 4. Q. to B. sixth (check) | K. to R. fourth |
| 5. R. to R. fourth | |

Mates.

(A)

- | | |
|-----------------------------|------------------|
| 3. Q. to Q. fourth | K. takes R. |
| 4. Q. to Kt. fourth (check) | K. to Kt. fourth |
| 5. Q. to R. fourth | K. to R. third |

Mates.

No. 4, p. 20.

- | WHITE. | BLACK. |
|---------------------------------|---------------------|
| 1. Kt. takes Kt. (dis. check) | K. to Q. third |
| 2. Q. to K. fifth (check) | K. takes Q. |
| 3. Kt. to K. B. seventh (check) | K. to B. fourth |
| 4. P. to K. fourth (check) | P. takes in passing |
| 5. Kt. takes P. | |

Mates.

No. 5, p. 24.

- | WHITE. | BLACK. |
|----------------------------|-----------------------|
| 1. Q. takes Kt. | B. to K. third (best) |
| 2. Q. to K. eighth (check) | K. takes Q. |
| 3. R. to K. R. square | Any move |
| 4. Rook | |

Mates.

No. 6, p. 31.

- | WHITE. | BLACK. |
|----------------------------|------------------------------|
| 1. Kt. to K. Kt. fifth | K. to Kt. square |
| 2. Kt. to K. R. seventh | K. to R. square |
| 3. B. to Q. second | K. to Kt. square (best) |
| 4. B. to Q. B. square | K. to R. square |
| 5. B. to Q. R. third | K. to Kt. square (best) |
| 6. Kt. to B. sixth (check) | K. to R. square or B. square |
| 7. R. or B. | |

Mates.

No. 7, p. 31.

- | WHITE. | BLACK. |
|-------------------------------|-------------------------|
| 1. Q. to K. R. sixth (check) | K. to his fourth (best) |
| 2. R. to K. seventh (check) | R. to K. third |
| 3. Kt. to Q. B. sixth (check) | Kt. to Q. third |
| 4. Kt. to K. fourth | |

Mates.

No. 8, p. 32.

- | WHITE. | BLACK. |
|----------------------------------|-----------------|
| 1. B. to K. seventh (dis. check) | K. to K. fourth |
| 2. Kt. to Q. B. fourth (check) | B. takes Kt. |
| 3. B. to Q. sixth (check) | K. takes B. |
| 4. Kt. takes P. (check) | K. to K. fourth |
| 5. Q. P. | |

Mates.

No. 9, p. 33.

- | WHITE. | BLACK. |
|---------------------------|-----------------|
| 1. Q. to K. seventh | K. to Kt. third |
| 2. B. to R. fifth (check) | K. takes B. |
| 3. Q. to Q. B. fifth | K. to R. fifth |
| 4. Pawn | |

Mates.

No. 10, p. 34.

- | WHITE. | BLACK. |
|--------------------------------|-------------------------------|
| 1. B. to K. eighth | Black's moves are all forced. |
| 2. Q. to her Kt. fifth (check) | |
| 3. Kt. to Q. fifth (check) | |
| 4. Q. to her R. fifth (check) | R. takes Q. |

Mates.

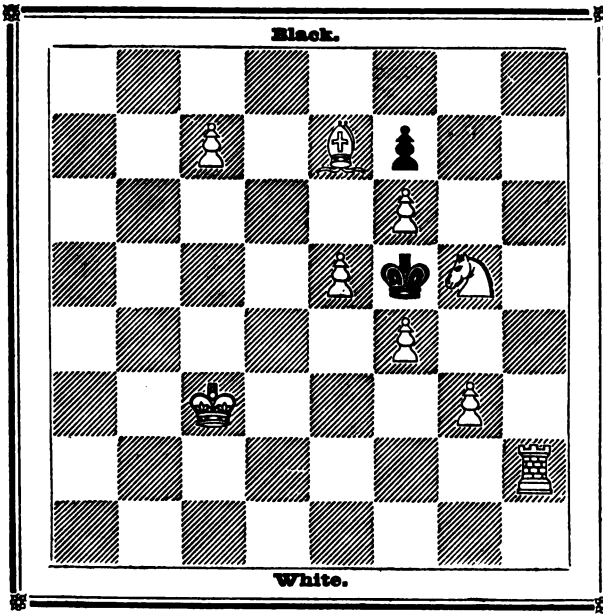
No. 11, p. 40.

- | WHITE. | BLACK. |
|-------------------------------|---------------------|
| 1. R. to Q. Kt. fourth | P. to Q. Kt. fourth |
| 2. Kt. to K. B. third | P. takes Kt. |
| 3. R. to K. R. fourth (check) | P. takes R. |
| 4. P. to K. Kt. third | |

Mates.

PROBLEM, No. 22.
By HERR T. CAPRETZ.*

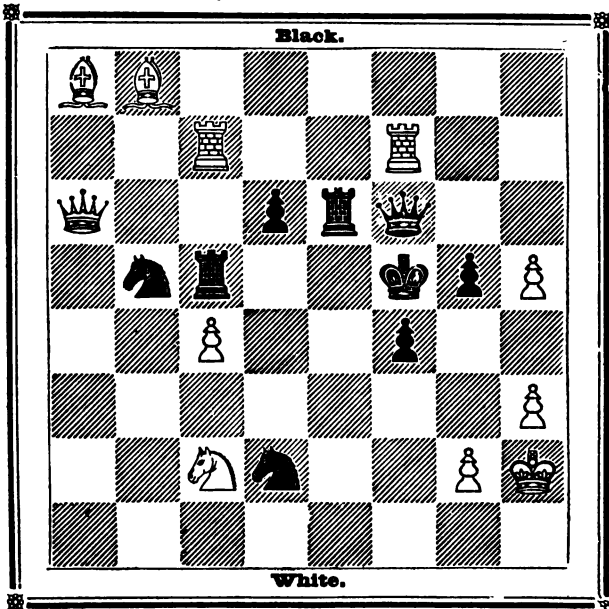
127



White playing first, Mates in three moves.

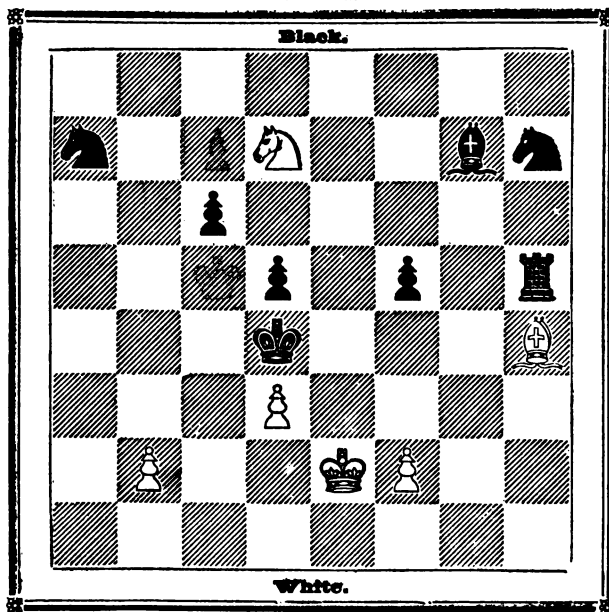
* From the Berlin Schachzeitung.

PROBLEM, No. 23.
By an Oxford Amateur.



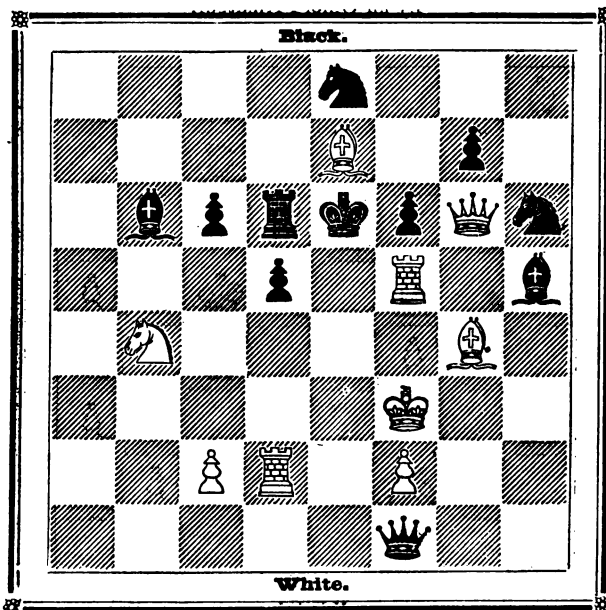
White to Mate in five moves.

PROBLEM, No. 24.
By Mr. H. J. C. ANDREWS.



White playing first, Mates in five moves.

PROBLEM, No. 25.
By Mr. DEACON of Bruges.



White to play, and Mate in four moves.



Continuation of the games in a match between
CAPTAIN KENNEDY and MR. LOWE.*

GAME THE ELEVENTH.

Black. (Mr. LOWE.)

1. P. to K. B. fourth
2. P. to Q. B. fourth
3. P. to K. fourth
4. K. Kt. to B. third
5. K. B. to K. second
6. Q. Kt. to B. third
7. P. to Q. third
8. P. to K. R. third
9. Q. B. to K. third
10. Q. to her second
11. B. to K. B. second
12. Kt. takes Q. Kt.
13. K. B. to his third
14. B. takes K. B.
15. Kt. to K. second
16. P. to Q. Kt. fourth
17. Q. P. takes P.
18. Q. takes P.
19. K. to his B. second
20. Q. to her fourth
21. Kt. takes Q.
22. Kt. takes K. P.
23. Kt. to Q. B. seventh
24. Kt. to Q. fifth
25. Q. B. P. takes B.
26. K. R. to Q. B. square.
27. Q. R. to Q. Kt. square
28. K. R. to Q. B. sixth (c)
29. P. takes R.
30. R. to Q. B. square
31. B. to K. Kt. fourth

White. (Capt. KENNEDY.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. P. to Q. third
5. P. to K. Kt. third
6. B. to K. Kt. second (a)
7. K. Kt. to R. third
8. P. to K. B. fourth
9. Q. Kt. to Q. fifth
10. B. to Q. second
11. Castles
12. B. takes Kt.
13. Q. B. to his third
14. P. takes B.
15. Q. to her Kt. third
16. K. B. P. takes K. P.
17. P. to Q. sixth
18. Q. takes Q. Kt. P. (check)
19. Q. to B. fourth (check)
20. Q. takes Q. (check)
21. K. R. takes K. B. P.
22. K. R. to K. B. third
23. Q. R. to Q. B. square
24. B. takes Kt.
25. K. R. to K. B. square (b)
26. Kt. to K. B. second
27. P. to Q. Kt. third
28. R. takes R.
29. R. to Q. B. square
30. R. to Q. B. second (d)
31. Kt. to Q. square (e)

* For the preceding games see pages 42-48 of this volume.

Black. (Mr. Lowe.)
 32. B. to Q. seventh
 33. K. to his third
 34. K. to Q. fourth
 35. K. to Q. fifth
 36. K. takes Q. P.
 37. R. takes R.
 38. P. to K. fifth.
 39. K. to Q. seventh
 40. R. takes Kt.

White. (Capt. Kennedy.)
 32. K. to Kt. second
 33. Kt. to K. B. second
 34. Kt. to K. fourth
 35. Kt. takes B.
 36. R. takes P. (check) (f)
 37. Kt. to K. B. third
 38. Kt. to K. fifth (check)
 39. Kt. to Q. B. fifth (check)

And Wins.

Notes.

(a) This defence in the close game requires only to be better known, we believe, to be generally adopted.

(b) Important, to enable him to maintain command of the Q. B's file.

(c) No one capable of seeing three moves in advance would be guilty of so puerile a miscalculation as this. It not only dismembers the centre Pawns, but actually throws away the chief of them.

(d) Dullness is allowed to be contagious, and Captain Kennedy, in this unlucky match, appears all through to be infected by the characteristic imperception of his adversary. Why not have won the Pawn at once, by playing Kt. to K. fourth?

(e) Worse and worse. Instead of this palpably bad move, White had only to play the Kt. to K. fourth to win the advanced Pawn, and with that, from the position of his own Pawns, the game too.

(f) Disastrous as this seems, the Board affords him no better resource.



GAME THE TWELFTH.

Between the same Players.

White. (Capt. Kennedy.)
 1. P. to Q. fourth
 2. P. to Q. B. fourth
 3. P. to K. fourth
 4. K. B. to Q. third
 5. P. to Q. fifth
 6. P. to K. B. fourth
 7. B. takes P.
 8. B. to K. Kt. third
 9. K. Kt. to B. third
 10. Q. Kt. to B. third
 11. Q. to K. second
 12. Q. R. to Q. square

Black. (Mr. Lowe.)
 1. P. to Q. B. third
 2. P. to Q. third
 3. P. to K. third (a)
 4. P. to K. fourth
 5. K. Kt. to K. second
 6. P. takes K. B. P.
 7. K. Kt. to his third
 8. K. B. to K. second
 9. K. B. to his third
 10. Q. Kt. to R. third
 11. Castles
 12. Q. B. to K. Kt. fifth

White. (Capt. KENNEDY.)

13. P. to Q. R. third
14. Q. to K. B. second
15. K. B. to Q. Kt. square (*b*)
16. Q. R. to Q. second
17. Q. Kt. P. takes B.
18. Q. to K. second (*c*)
19. Q. R. to B. second
20. Castles
21. Q. B. takes Kt.
22. Q. R. to Kt. second
23. Q. to K. third
24. R. takes B.
25. P. takes R.
26. K. B. to Q. third
27. R. to K. Kt. second
28. R. to K. Kt. third
29. K. B. to his square
30. R. to K. Kt. fourth (*d*)
31. P. takes R.
32. P. to K. Kt. fifth
33. Q. to K. R. third
34. K. to K. B. second
35. B. to K. second
36. B. to K. Kt. fourth
37. K. to Kt. square
38. B. to K. sixth (check)
39. B. to K. B. fifth
40. K. to Kt. second
41. K. to R. square
42. K. to Kt. second
43. K. to B. square
44. B. to Q. third
45. B. to K. second
46. K. to K. square
47. Q. to Q. B. eighth
48. Q. to Q. eighth
49. Q. to Q. B. eighth
50. Q. to Q. B. seventh (check)
51. Q. takes Q. R. P.
52. K. to B. second
53. K. to his third
54. K. to B. fourth
55. K. to Kt. third
56. K. to Kt. second

Black. (Mr. LOWE.)

13. K. B. to K. fourth
14. P. to K. B. third
15. P. to Q. B. fourth
16. K. B. takes Q. Kt.
17. K. Kt. to K. fourth
18. Q. to Q. R. fourth
19. Q. takes Q. R. P.
20. Q. to her R. fifth
21. K. B. P. takes B.
22. Q. to her second
23. B. takes Kt.
24. R. takes R.
25. Q. R. to K. B. square
26. P. to Q. Kt. third
27. R. to K. B. fifth
28. Q. Kt. to his square
29. Q. to Q. R. fifth
30. R. takes R.
31. Kt. to Q. second
32. Q. to her eighth
33. Kt. to K. B. square
34. Q. to her seventh (check)
35. Q. takes K. Kt. P.
36. Q. to K. B. fifth (check)
37. Q. takes K. P.
38. K. to R. square
39. Q. to K. eighth (check)
40. Q. to her seventh (check)
41. Q. to K. eighth (check)
42. Q. to her seventh (check)
43. P. to K. Kt. third
44. K. to Kt. second
45. Q. to K. B. fifth (check)
46. P. to K. R. fourth
47. Q. to K. B. fourth
48. Q. to K. B. third
49. P. to K. fifth
50. K. to R. third
51. Q. takes Q. B. P. (check)
52. Q. to K. B. third (check)
53. Q. to Q. fifth (check)
54. P. to K. Kt. fourth (check)
55. Q. to K. sixth (check) (*f*)
56. Q. takes B. (check)

And Wins.

[Notes.

Notes.

(a) Mr. Lowe's style of Chess-play is not chivalric. He advances these poor Pawns, step by step, with a timidity complimentary enough to his antagonist, but hardly becoming a player of twenty years' standing.

(b) Threatening to effect an opening by taking the Q. B. P. with Pawn.

(c) White has anything but an agreeable position, and he plays all through with a sad deficiency of spirit and determination.

(d) This is done to free the Queen, who has scarcely any other available mode of getting into play again.

(f) It is not every player that can see a mate of three moves depth, Black may be pardoned, therefore, for contenting himself with the minor advantages of a clear Piece, instead of playing Q. to K. Kt. eighth (check), P. to K. Kt. fifth (check), and then mating with Q. or Kt.



GAME THE THIRTEENTH.

Between the same Players.

Black. (Mr. Lowe.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. B. fourth
5. P. to Q. R. fourth
6. K. Kt. to B. third
7. B. to Q. R. second
8. Q. R. P. takes P.
9. Q. Kt. takes Q. Kt. P. (b)
10. Kt. to Q. R. third
11. K. Kt. to Kt. fifth
12. Q. to K. second
13. P. takes R.
14. K. to Q. square (d)
15. Q. takes Kt.
16. K. to K. second
17. K. to B. second
18. K. to K. square

White. (CAPT. KENNEDY.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. P. to Q. R. third
5. K. Kt. to K. second
6. P. to Q. fourth
7. P. to Q. Kt. fourth (a)
8. Q. R. P. takes P.
9. Kt. to Q. Kt. fifth
10. Q. P. takes P.
11. K. Kt. to K. B. fourth
12. R. takes Kt. (c)
13. Q. Kt. takes P. (check)
14. K. Kt. to K. sixth (check)
15. Kt. takes Q. (check)
16. Q. to her sixth (check)
17. Kt. to K. Kt. fifth (check)
18. Q. B. to Q. R. third

Mating in two more moves.

[Notes]

Notes.

(a) In this game Captain Kennedy shews some sparkle of his usual self. The sacrifice of the Pawn here, and the subsequent attack upon the adverse Rook, are very well conceived.

(b) Black snatches at the bait in utter innocence of what it brings.

(c) Prettily played.

(d) This shortens his own misery and saves his opponent some trouble, but most persons would have preferred retiring to the other side.



GAME THE FOURTEENTH. (a)

Between the same players.

White. (CAPT. KENNEDY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. fourth (b)
4. Q. Kt. to B. third
5. Q. to B. second (c)
6. B. to K. third
7. P. to K. B. third
8. P. to Q. fifth
9. B. takes Kt.
10. Kt. takes K. P.
11. P. takes Kt.
12. K. to Q. second (d)
13. K. to K. square
14. B. to Q. third (!)
15. Q. to K. second
16. Q. takes Q. (check)

Black. (MR. LOWE.)

1. P. to Q. third
2. P. to K. B. fourth
3. P. takes P.
4. B. to K. B. fourth
5. Q. Kt. to B. third
6. K. Kt. to B. third
7. P. to K. fourth
8. Q. Kt. to Q. fifth
9. P. takes B.
10. Kt. takes Kt.
11. Q. to K. R. fifth (check)
12. Q. to K. B. fifth (check)
13. B. takes K. P.
14. Q. to K. sixth (check)
15. B. takes B.
16. P. takes Q.

And Black wins.

Notes.

(a) This was the deciding game of the contest, and is unquestionably the worst played *partie* of the whole. No one, indeed, acquainted with the best play of Captain Kennedy, could believe it possible that the feeble, purposeless combinations in this game were his, and arose, too, in the terminating struggle of a match!

(b) An excellent move when the adverse Q. P. is not moved, but a very unsafe one in the present state of things.

(c) Even here the Pawn was recoverable by 5. P. to K. Kt. fourth; and then, 6. K. B. to K. Kt. second.

(d) Deplorable! From this point, of course, the White game is lost beyond redemption.

CHESS AT BRIGHTON.

MATCH BETWEEN MESSRS. HARRWITZ AND HORWITZ.

(CONTINUATION OF THE GAMES.)



GAME THE TWELFTH.—(MARCH 6.)

White. (Mr. HORWITZ.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. P. to Q. R. third
6. Q. to K. second
7. K. B. to Q. R. second
8. Kt. takes Kt.
9. Kt. to Q. square
10. P. to Q. third
11. P. to K. fifth
12. Q. B. to K. B. fourth
13. Castles
14. Q. B. to K. Kt. fifth
15. Q. R. to Q. B. square
16. P. to K. R. third
17. P. to Q. B. third
18. P. takes P.
19. Q. B. takes R.
20. Q. to K. Kt. fourth
21. Kt. to K. third
22. Kt. takes Kt.
23. Q. to Q. fourth
24. Q. B. to K. third
25. R. to Q. B. square
26. Q. to Q. B. fifth
27. P. to Q. fourth
28. P. takes P. (b)
29. Q. B. to K. B. fourth
30. Q. takes B. (check)

Black. (Mr. HARRWITZ.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. P. to Q. R. third
5. K. Kt. to K. second
6. P. to Q. Kt. fourth
7. Kt. to Q. fifth
8. P. takes Kt.
9. Q. B. to Kt. second
10. P. to Q. fourth
11. Q. R. to Q. B. square
12. P. to Q. R. fourth
13. P. to K. R. fourth
14. Q. to Q. B. second
15. Kt. to K. B. fourth
16. P. to K. R. fifth
17. Q. to her second
18. R. takes R.
19. Kt. takes P. at Q. fifth
20. Kt. to K. B. fourth
21. P. to K. Kt. third
22. K. Kt. P. takes Kt.
23. Q. to Q. B. second
24. K. B. to Kt. second
25. Q. B. to Q. B. third (a)
26. K. to Q. second
27. P. to K. B. third
28. K. B. takes P.
29. Q. takes B.
30. K. to K. second

White. (MR. HORWITZ.)

to Q. Kt. seventh (check)
 to Q. B. eighth (check)
 to K. Kt. seventh (e)
 to Q. B. seventh
 to K. fifth
 to K. B. fourth
 to Q. B. seventh (check) (e)
 to Q. Kt. seventh
 B. P. takes Q.
 takes Q. Kt. P.
 to Q. Kt. square (f)
 to Q. B. second
 to Q. R. fourth
 to Q. B. fifth (check) (g)
 to Q. seventh
 to Q. Kt. fifth
 to Q. R. fourth
 to K. B. square
 to Q. B. eighth (check)
 takes Q. R. P. (check)
 to Q. seventh
 to K. eighth
 to Q. Kt. fourth
 to Q. R. seventh (check)
 to K. B. seventh
 to Q. Kt. seventh
 to K. seventh
 to Q. Kt. seventh
 to Q. R. fifth
 to Q. R. sixth
 to Q. R. seventh
 takes B.
 to Q. R. eighth (check)
 to K. R. fifth
 to K. second
 to K. R. eighth
 to his fifth (check)
 to his B. second
 takes R. P. (check)
 to K. R.'s fifth (check)
 to K. Kt. fourth
 takes P.
 to his square

Black. (MR. HARWITZ.)

31. K. to K. square
 32. B. to Q. square
 33. Q. to K. R. third
 34. Q. to K. Kt. fifth
 35. K. to Q. second (d)
 36. Q. to K. B. third
 37. K. to K. square
 38. Q. takes Q.
 39. R. to K. Kt. square
 40. R. to K. Kt. sixth
 41. K. to Q. second
 42. K. to Q. B. third
 43. K. to Q. B. second
 44. K. to Q. Kt. second
 45. B. to Q. Kt. third
 46. K. to Q. R. third
 47. R. to K. Kt. third
 48. B. takes Q. P.
 49. K. to Q. R. second
 50. K. to Q. Kt. square
 51. K. to Q. B. second
 52. R. to K. Kt. second
 53. B. takes K. P.
 54. K. to Q. square (h)
 55. B. to Q. fifth
 56. K. to Q. B. square
 57. K. to Q. square
 58. B. to Q. B. sixth (i)
 59. B. takes P.
 60. B. to Q. B. fourth
 61. B. takes P.
 62. P. to Q. fifth
 63. K. to his second
 64. K. to his B. third
 65. R. to Q. B. second
 66. K. to his Kt. fourth
 67. K. to his B. fifth
 68. P. to K.'s fourth
 69. K. to his Kt. fourth
 70. K. to his Kt. third
 71. P. takes P.
 72. R. to Q. B. seventh
 73. P. to K. fifth

White. (Mr. HORWITZ.)

- 74. R. to K. fifth
- 75. B. to Q. square
- 76. K. to Q. second
- 77. K. to his third
- 78. B. to Q. R. fourth
- 79. K. to his B. fourth
- 80. R. to K. sixth (check)
- 81. R. takes K. P.
- 82. B. takes Q.
- 83. K. to his Kt. fifth
- 84. R. to Q. R. fourth
- 85. K. to his R. fifth
- 86. R. to Q. R. seventh (check)
- 87. P. to Kt. fifth
- 88. P. to Kt. sixth
- 89. K. to his R. sixth
- 90. R. to Kt. seventh (check)
- 91. R. to K. B. seventh
- 92. R. to K. B. sixth
- 93. R. to K. B. square
- 94. R. to K. square

Black. (Mr. HARRWITZ.)

- 74. P. to Q. sixth
- 75. R. to Q. B. fifth (k)
- 76. R. to Q. Kt. fifth (l)
- 77. R. to Q. Kt. eighth
- 78. R. to K. eighth (check)
- 79. P. to Q. seventh
- 80. K. to his B. second
- 81. Q. P. becomes a Queen
- 82. R. takes B.
- 83. R. to Q. third
- 84. R. to K. Kt. third (check)
- 85. R. to Q. Kt. third
- 86. K. to his Kt. square
- 87. R. to Q. B. third
- 88. R. to B. fourth (check)
- 89. R. to Q. B. square
- 90. K. to R. square
- 91. K. to his Kt. square
- 92. R. to Q. R. square
- 93. R. to Q. Kt. square

Drawn Game. (m)

Notes.

(a) Taking the K. P. with the Q. would have been highly imprudent ; for example :

- 26. Q. to her R. seventh
- 27. Q. takes B.

- 25. Q. takes K. P.
- 26. Q. takes Q. Kt. P.

And Wins.

(b) He would have done better, we believe, to take the Q. P. with his B.; *ex gr.*

- 28. B. takes Q. P.
- 29. P. to K. sixth (check)
- 30. Q. takes B. (check)
- 31. R. takes Q. (check)
- 32. R. to Q. R. sixth

- 28. P. takes B.
- 29. K. takes P. (best)
- 30. Q. takes Q.
- 31. K. to Q. second (best)

And must gain two of the adverse Pawns.

(c) It would have been unwise to take the Q. Kt. P. with Q., or the B. with the R., as Black always threatens a perpetual check whenever the adverse Q. B. square is left unguarded.

(d) All this is excellent on both sides.

(e) What a treat such play as this affords after the dreary flatness of games we have lately been wading through !

(f) The only move to save his Q. P.

(g) White dared not take the R. P. on account of his opponent playing R. to Q. sixth, in reply.

(h) The best play. K. to Q. Kt. square, would have involved the certain loss of one of his centre Pawns, as White, after exchanging Rooks, would have moved B. to K. B. seventh, &c.

(i) Black has now the power of drawing the game if he choose.

(k) Well intended.

(l) Very finely played.

(m) This is, throughout, an admirable game, abounding in situations of difficulty and interest, and it must prove, we are sure, alike instructive to the student and entertaining for the finished player.



GAME THE THIRTEENTH.—(MARCH 7.)

Between the same Players.

Black. (Mr. HAREWITZ.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth
6. B. takes Kt.
7. P. to K. third
8. P. to Q. B. fifth
9. K. B. takes Kt.
10. Q. to Q. R. fourth
11. P. to Q. Kt. fourth
12. P. to K. fourth
13. Kt. takes P.
14. K. Kt. to K. fifth
15. Q. to Q. square
16. Q. Kt. P. takes P.
17. P. to K. B. third
18. P. to Q. R. fourth
19. K. Kt. to Q. third
20. Castles
21. P. to K. Kt. third
22. K. R. to K. square
23. K. Kt. to K. B. second
24. Q. R. to Q. R. third
25. P. to K. B. fourth

White. (Mr. HORWITZ.)

1. P. to K. third
2. P. to Q. B. third
3. P. to K. B. fourth
4. K. Kt. to B. third
5. K. B. to K. second
6. B. takes B.
7. Q. Kt. to R. third (a)
8. P. to Q. Kt. third
9. B. takes B.
10. Q. to Q. B. square
11. Castles
12. K. B. P. takes P.
13. B. to K. second
14. Q. B. to Q. Kt. fourth
15. P. takes P.
16. K. B. to Q. square
17. K. B. to Q. B. second
18. Q. B. to Q. R. third
19. Q. to Q. square
20. Q. to K. R. fifth
21. Q. to K. R. third
22. Q. R. to Q. Kt. square
23. Q. B. to Q. B. fifth (b)
24. Q. B. to Q. fourth
25. Q. to K. Kt. third

Black (Mr. HARRWITZ)

26. Q. to K. Kt. fourth
27. K. Kt. takes Q.
28. Q. R. to Q. third
29. Q. Kt. to Q. R. third
30. Kt. takes Q. R.
31. Kt. to K. fifth
32. Q. Kt. to Q. R. third (d)
33. R. takes R.
34. K. to K. R. second
35. R. to Q. R. third
36. R. to Q. R. sixth
37. Kt. to K. R. seventh (check)
38. Kt. to Q. sixth
39. K. to K. third
40. P. to K. R. third
41. K. to Q. second
42. R. to Q. R. fourth
43. R. to Q. Kt. fourth (check)
44. R. to Q. Kt. seventh (check)
45. R. takes Q. R. P.
46. Kt. to K. R. seventh (check)
47. Kt. to K. fifth
48. R. takes Q. P.
49. R. to Q. Kt. seventh
50. R. to Q. Kt. eighth (check)
51. R. to Q. Kt. seventh (check)
52. Kt. to K. B. seventh (check)
53. Kt. to Q. sixth (check)
54. P. to K. R. fifth
55. K. to K. third
56. K. to K. R. fourth
57. Kt. takes P.
58. Kt. to K. seventh (check)
59. Kt. takes R.
60. Kt. to K. R. sixth (check)
61. Kt. to K. fourth
62. K. to K. R. third
63. K. to K. R. fourth
64. K. to K. fifth
65. K. to Q. sixth

White (Mr. HOSWITZ)

26. Q. takes Q.
27. Q. R. to Q. Kt. fifth (c)
28. Q. R. takes Q. R. P.
29. K. R. to Q. R. fourth
30. K. R. takes K. R.
31. R. to Q. Kt. square
32. R. takes Kt.
33. R. to Q. Kt. second
34. K. to K. R. square
35. K. to K. second
36. K. to Q. square
37. K. to Q. R. second
38. R. to Q. Kt. seventh (check)
39. K. to Q. Kt. square
40. R. to Q. Kt. sixth (check)
41. R. takes K. Kt. P.
42. R. takes R. P.
43. K. to Q. R. second (c)
44. K. to Q. square
45. R. to K. Kt. sixth
46. K. to K. square
47. P. to K. R. fourth
48. P. to K. R. fifth
49. P. to K. R. sixth
50. K. to K. second
51. K. to Q. square
52. K. to K. square
53. K. to K. R. square
54. R. to K. Kt. seventh (check)
55. P. takes P.
56. K. to Kt. square
57. P. to K. R. seventh
58. K. to R. second
59. P. to R. eighth, "Queens."
60. K. to K. Kt. third
61. Q. to R. seventh (check)
62. Q. to R. sixth (check)
63. R. to K. Kt. fifth (check)
64. Q. to K. R. fourth (check)
65. Q. to Q. fourth (check)

Black resigns.

[Notes.]

Notes.

(a) This is not so good as P. to Q. B. fourth.

(b) Preparatory to going to Q. fourth, a most important post to station his Bishop at. If instead of this move he had played the other, B. to Q. fourth, Black would have answered with K. Kt. to K. Kt. fourth, &c.

(c) Gaining at least a Pawn.

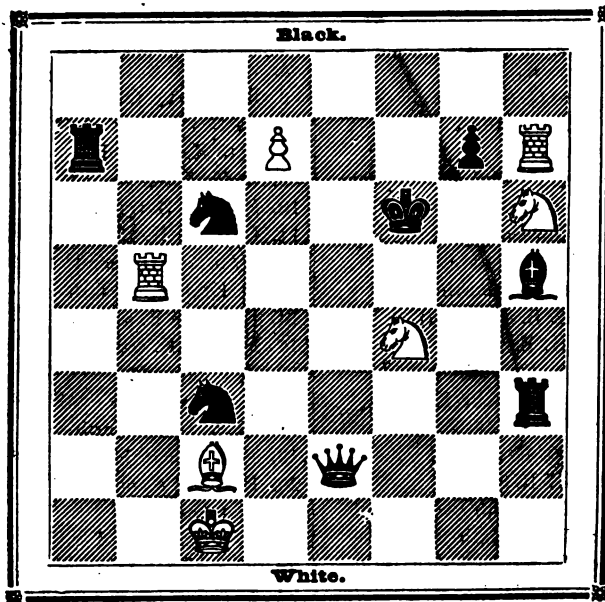
(d) If he had taken the Q. P., White would have replied with R. to Q. t. eighth, threatening mate by taking the K. Kt. P. off and disg. check.

(e) Had he gone to R.'s square, Black would have drawn the game. We leave the method how, untold, as an exercise for the young players.

(The concluding games of this excellent Match will be given in our ext.)

PROBLEM, No. 26.

By A. LULMAN.



White to Mate in four moves.

CHESS TOURNAMENT.

COMPLETION OF THE GAMES.

SECOND SECTION.



GAME THE SEVENTH.

Between Messrs. J. MEDLEY and TUCKETT.

White. (Mr. J. MEDLEY, Jun.)

1. P. to Q. fourth
2. P. to K. fourth
3. P. takes P.
4. K. Kt. to B. third
5. Q. B. to K. third
6. K. B. to Q. third
7. Q. Kt. to B. third
8. Castles
9. P. to K. R. third
10. K. Kt. to K. fifth
11. Q. to Q. second
12. Q. R. to K. square
13. P. to K. Kt. fourth
14. P. to K. B. fourth (a)
15. Q. to K. B. second
16. P. to K. Kt. fifth
17. B. takes Kt. (check)
18. P. takes P.
19. Q. to K. Kt. second
20. P. to K. R. fourth
21. P. to K. R. fifth
22. P. to K. Kt. sixth
23. B. to K. B. fourth (b)
24. Kt. to Q. third
25. Q. to K. R. second
26. Kt. takes B.

Black. (Mr. TUCKETT.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. K. B. to Q. third
7. Castles
8. P. to K. R. third
9. Q. Kt. to K. second
10. P. to Q. B. third.
11. Q. Kt. to K. B. fourth
12. Q. to Q. B. second
13. Q. Kt. to K. R. fifth
14. K. Kt. to R. second
15. K. B. to K. second
16. R. P. takes P.
17. K. takes B.
18. Kt. to K. B. fourth
19. P. to K. Kt. third
20. K. to Kt. second
21. P. takes P.
22. P. to K. B. third
23. K. B. to Q. third
24. Kt. takes Q. P.
25. B. takes B.
26. B. to K. Kt. fifth (c)

<i>White.</i> (Mr. J. MEDLEY, Jun.)	<i>Black.</i> (Mr. TUCKETT.)
27. Kt. takes R. P. (check)	27. B. takes Kt.
28. Q. takes Q. (check)	28. K. takes P.
29. R. to K. seventh	29. R. to K. Kt. square
30. Q. to K. Kt. third (check) (<i>d</i>)	30. K. to R. third
31. R. takes P. (check)	31. R. to Kt. third
32. R. takes R. (check)	32. B. takes R.
33. Q. to K. R. fourth (check)	

Black resigns.

Notes.

(*a*) The advance of these Pawns imparts a little vitality to the opening, and, if on that score only, deserves commendation.

(*b*) All this is very cleverly played, and reflects great credit upon our young aspirant for future high Chess honours.

(*c*) A marvellous oversight indeed! Not observing the threatened dangers to his Q., if the Kt. is played away. Such an error is the more remarkable when exhibited by a player usually so self-possessed, and on his guard, as Mr. Tuckett.

(*d*) The *coup de grace* is dealt with all the finished science of an old proficient.



GAME THE EIGHTH.

Between the same players.

<i>White.</i> (Mr. TUCKETT.)	<i>Black.</i> (Mr. J. MEDLEY, Jun.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. Kt. third
3. P. to Q. fourth	3. K. B. to Kt. second
4. P. to Q. B. third	4. P. to K. third
5. P. takes P.	5. K. Kt. to K. second
6. Q. B. to K. B. fourth	6. P. to Q. Kt. third
7. Q. B. to Q. sixth	7. P. takes P.
8. B. takes P.	8. Castles
9. Q. to Q. sixth	9. K. Kt. to Q. B. third
10. Q. to K. Kt. third	10. K. R. to K. square
11. P. to K. fifth	11. P. to K. B. third
12. Q. B. to Q. sixth	12. P. takes P.
13. Kt. takes P.	13. Kt. takes Kt.
14. B. takes Kt.	14. B. takes B.
15. Q. takes B.	15. Q. to Q. Kt. third
16. P. to Q. Kt. third	16. K. R. to B. square
17. Q. to K. Kt. third	17. Q. Kt. to R. third
18. K. B. to Q. third	18. K. R. to B. third

White. (Mr. TUCKETT.)

19. Kt. to Q. second
20. B. to Q. B. second
21. P. to Q. B. fourth
22. Castles on K.'s side
23. Q. R. to Kt. square
24. Q. to K. third
25. Kt. to K. fourth
26. B. takes Kt.
27. Q. takes B.
28. Q. to K. third
29. Q. R. to Q. R. square
30. Q. takes R.
31. R. takes Q.
32. P. to K. R. third
33. R. to K. B. third
34. P. takes P.
35. R. to Q. third
36. K. to R. second
37. K. to Kt. third
38. K. to B. third
39. P. to K. Kt. fourth
40. K. to B. fourth
41. R. to K. B. third
42. R. to Q. third
43. K. to Kt. third
44. R. to Q. second
45. K. to R. fourth
46. R. to Q. R. second
47. K. to Kt. third
48. R. to Q. R. square
49. R. to K. square (check)
50. R. to K. sixth
51. R. takes P.
52. R. takes P.
53. R. to Q. sixth
54. P. to R. fourth

Black. (Mr. J. MEDLEY, Jun.)

19. Kt. to Q. B. fourth
20. Q. B. to R. third
21. Q. R. to K. B. square
22. B. to Q. Kt. second
23. Q. to Q. Kt. fifth
24. P. to Q. R. fourth
25. Kt. takes Kt.
26. B. takes B.
27. Q. to Q. seventh
28. Q. takes Q. R. P.
29. K. R. takes B. P.
30. R. takes Q.
31. R. takes Q. R.
32. R. to Q. Kt. seventh
33. P. to Q. fourth
34. P. takes P.
35. P. to Q. fifth
36. K. to B. second
37. K. to K. third
38. K. to Q. fourth
39. R. to Q. Kt. eighth
40. P. to K. R. third
41. R. to K. eighth
42. R. to K. B. eighth (check)
43. K. to K. fifth
44. R. to K. B. sixth (check)
45. R. takes Kt. P.
46. R. to Q. Kt. fourth
47. K. to K. sixth
48. P. to Q. sixth
49. K. to Q. seventh
50. K. to Q. eighth
51. P. to Q. seventh
52. R. to Q. B. fourth
53. K. to Q. B. eighth
54. P. Queens

And Wins.

THIRD SECTION.

POOL FOR THE FIRST PRIZE.



GAME THE FIRST.

Between Messrs. BUCKLE and G. MEDLEY.

White. (MR. BUCKLE.)

to Q. fourth
 to K. fourth
 takes P.
 Kt. to B. third
 Kt. to B. third
 B. to Q. third
 Castles
 to K. R. third
 takes B.
 to Q. square (b)
 to Q. B. third
 to K. third
 to K. Kt. fourth
 takes Kt.
 to K. R. fifth
 B. to Q. second
 R. to K. square
 to K. B. third
 takes B. P.
 takes Q.
 B. to Q. seventh
 R. to K. sixth
 to Q. R. fourth
 R. to K. square
 B. to Q. Kt. third
 to Q. B. fourth
 to Q. B. fifth
 takes B.
 takes R.

Black. (MR. G. MEDLEY.)

1. P. to K. third
 2. P. to Q. fourth
 3. P. takes P.
 4. K. Kt. to B. third
 5. K. B. to Q. third
 6. Castles
 7. Q. B. to K. Kt. fifth
 8. B. takes Kt. (a)
 9. P. to K. R. third
 10. Q. Kt. to B. third
 11. K. R. to K. square
 12. Q. Kt. to K. second (c)
 13. Kt. takes Kt.
 14. Q. to Q. B. square (d)
 15. Q. to K. third
 16. P. to K. B. fourth
 17. Q. to K. B. second
 18. Kt. to K. Kt. third (e)
 19. Q. takes Q.
 20. Kt. to K. second
 21. K. R. to K. B. square
 22. Q. R. to Q. square
 23. K. to B. second
 24. Kt. to K. Kt. square
 25. Kt. to K. B. third
 26. P. to Q. B. third
 27. K. B. takes P. (f)
 28. K. R. to K. square
 29. R. takes R.

White. (MR. BUCKLE.)

30. R. takes R.
31. B. to Q. B. second
32. Q. B. to B. third
33. P. to K. R. fourth (*g*)
34. K. R. P. takes P.
35. P. to Q. Kt. fourth
36. B. takes Kt.
37. B. to Q. R. fourth
38. B. to Q. Kt. third
39. K. to B. square
40. P. to Q. R. third
41. P. takes R. P.
42. K. to K. second
43. P. to Q. R. fourth
44. K. to Q. third
45. P. to Q. R. sixth
46. B. takes P.
47. K. takes P.
48. P. to Q. R. fifth
49. K. takes P.
50. P. to K. B. third
51. K. to Kt. fifth
52. P. to K. Kt. third
53. P. to K. B. fourth

Black. (MR. G. MEDLEY.)

30. Kt. takes R.
31. K. to K. third
32. P. to K. Kt. fourth
33. P. to Q. Kt. third
34. R. P. takes P
35. Kt. to K. B. third
36. K. takes B.
37. P. to Q. Kt. fourth
38. K. to K. fourth
39. K. to Q. fifth
40. P. to Q. R. fourth
41. K. takes B. P.
42. K. to Q. third
43. P. to Q. Kt. fifth
44. P. to Q. B. fourth
45. P. to Q. B. fifth (check)
46. P. takes B. (check)
47. K. to Q. B. third
48. K. to Q. B. second
49. K. to Q. Kt. square
50. K. to R. second
51. K. to R. square
52. K. to R. second

Black resigns. (*h*)

Notes.

- (*a*) We should have preferred retreating the B. to K. R. fourth.
- (*b*) K. to R. square, compelling Black to protect his Q. P., and then throwing forward the K. Kt. P., would have given White a great attack.
- (*c*) Black prudently anticipates the march of his opponent's Kt. to the K. B. fifth.
- (*d*) When subjected to a severe attack, it is mostly well to endeavour to exchange off the principal pieces.
- (*e*) With what object a valuable Pawn is thus sacrificed exceeds our comprehension.
- (*f*) Again Mr. Medley perplexes us. Retiring his Bishop to Q. Kt. square would have involved only the loss of a Pawn, and he might still have fought for a "draw," but giving up the Piece is tantamount to resigning the game.
- (*g*) Quite sound. If Black take it, he must lose a Pawn in return immediately.
- (*h*) This game is sadly deficient in interest, and quite beneath the ordinary style of both players.



GAME THE SECOND.

Between MESSRS. BUCKLE and J. R. MEDLEY.

White. (Mr. J. R. MEDLEY.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. Kt. takes P.
5. K. Kt. to B. third
6. K. B. to Q. B. fourth
7. Q. Kt. to B. third
8. Q. B. to K. Kt. fifth
9. Q. to Q. second
10. Q. to Q. fifth (c)
11. P. takes B.
12. Kt. takes Kt.
13. Q. takes K. B. P. (check)
14. Q. R. to Q. square
15. Q. to K. R. fifth
16. Castles
17. Q. to K. second
18. B. to Q. fifth
19. Q. R. to Q. Kt. square
20. Q. R. to Kt. second
21. K. R. to Q. Kt. square
22. P. to Q. R. fourth
23. P. to Q. R. fifth
24. Q. to K. fourth
25. Q. takes B.
26. Q. to Q. Kt. fifth
27. Q. to Q. Kt. fourth
28. P. takes Q.
29. P. takes P. *en passant*
30. P. to Q. Kt. fifth
31. K. R. to Q. R. square (check)
32. K. R. to Q. square
33. K. to B. square (d)
34. P. to Q. B. third
35. P. to K. Kt. third (f)

VOL. X.

Black. (Mr. BUCKLE.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. takes P.
4. P. to K. fourth
5. K. Kt. to B. third
6. K. B. to Q. B. fourth (a)
7. P. to Q. third
8. K. B. to Q. Kt. fifth
9. K. Kt. takes K. P. (b)
10. B. takes Q. Kt. (check)
11. Kt. takes Q. B.
12. Q. takes Kt.
13. K. to Q. square
14. Q. to K. second.
15. K. to B. second
16. P. to K. Kt. third
17. Q. B. to Q. second
18. Q. R. to Q. B. square
19. K. to Q. Kt. square
20. K. to R. square
21. R. to Q. B. second
22. Kt. to Q. square
23. B. to Q. B. third
24. B. takes B.
25. Q. to K. third
26. Q. to Q. B. fifth
27. Q. takes Q.
28. P. to Q. Kt. fourth
29. P. takes P.
30. K. Kt. to K. third
31. R. covers
32. K. to Kt. second
33. K. to B. second
34. P. to Q. fourth (e)
35. P. to Q. fifth

U

White. (Mr. J. R. MEDLEY.)

- 36. R. to Q. B. second
- 37. P. takes P.
- 38. R. to Q. B. sixth (check)
- 39. R. takes Q. Kt. P.
- 40. R. to Q. second
- 41. R. to Q. R. sixth
- 42. P. takes R.
- 43. R. to Q. R. second
- 44. P. to K. B. fourth
- 45. P. takes P.
- 46. R. to Q. Kt. second (check)
- 47. R. to Q. Kt. seventh
- 48. K. to B. second
- 49. K. to Kt. third

Black. (Mr. BUCKLE.)

- 36. K. to Q. third
- 37. Kt. takes P.
- 38. K. to Q. fourth
- 39. K. R. to K. B. square
- 40. K. to Q. B. fourth
- 41. R. takes R.
- 42. R. to Q. R. square
- 43. K. to Q. Kt. third
- 44. P. takes P.
- 45. R. takes P.
- 46. K. to B. fourth
- 47. P. to K. R. fourth
- 48. R. to Q. R. seventh (check)
- 49. R. to Q. R. sixth (check)

And White resigns.—Mr. BUCKLE thus winning the first prize.

Notes.

(a) Taking the K. Pawn would evidently have been unwise, on account of White's taking the K. B. P. with his B., checking, &c.

(b) This looks ingenious, but we doubt its soundness.

(c) The sacrifice of a piece at this point was quite uncalled for. Why not rather have taken the K. B. P? In that case it appears to us White would have got at least an even game, for suppose :

- 10. B. takes K. B. P. (check)
- 11. Q. to K. third
- 12. P. takes B.
- 13. Kt. takes Kt.
- 14. Kt. to K. sixth (check)
- 15. B. takes B. &c., &c.

- 10. K. to B. square (best)
- 11. B. takes Kt. (check)
- 12. K. Kt. takes B.
- 13. P. to K. R. third
- 14. B. takes Kt.

(d) It is quite plain that he dared not take the Q. Pawn.

(e) Very well played.

(f) If he had taken the offered Pawn, it would have cost him a Rook.



Sicilian
Game.

GAME THE THIRD.

Between MESSRS. G. & J. R. MEDLEY.

Black. (MR. G. MEDLEY.)

to K. fourth
to Q. fourth
Kt. to B. third
to Q. B. third
B. takes P.
B. to Q. B. fourth
B. takes B. P. (check)
to Q. fifth (check)
takes B.
to K. third
castles
Kt. to Q. R. third
to Q. third
Kt. to R. fourth
Kt. to Q. B. fourth
Kt. to K. third
Kt. to Q. fifth (b)
P. takes Kt.
takes B. (check)
takes Kt. P. (check)
B. to K. third
to K. B. seventh (check)
R. to Q. square
R. to Q. second
to Q. Kt. third
to Q. Kt. fifth (check)
to Q. R. fourth
R. to Q. square
to Q. Kt. fourth
to K. Kt. third
to Q. fifth
to K. R. fourth
to Kt. second
to K. Kt. fifth
to Q. Kt. fifth

White. (MR. J. R. MEDLEY.)

1. P. to Q. B. fourth
2. P. takes P.
3. P. to K. fourth
4. P. to Q. sixth
5. Q. Kt. to B. third
6. K. B. to Q. B. fourth (a)
7. K. takes B.
8. K. to K. square
9. P. to Q. third
10. K. Kt. to B. third
11. P. to K. R. third
12. Q. B. to K. third
13. Q. to K. second
14. K. to K. B. second
15. Q. R. to Q. square
16. P. to K. Kt. third
17. K. Kt. takes Kt.
18. Q. takes K. Kt.
19. K. takes P.
20. K. to Q. second
21. Q. R. to K. Kt. square (c)
22. Kt. to K. second
23. Q. R. to K. Kt. third
24. Q. R. to K. B. third
25. P. to Q. Kt. third
26. Kt. to Q. B. third
27. K. R. to Q. Kt. square
28. Q. R. to K. Kt. third
29. Q. to K. fifth
30. P. to K. R. fourth
31. Q. to K. B. fourth
32. K. R. to K. Kt. square
33. Q. to K. Kt. fifth
34. K. R. to K. B. square
35. Kt. to Q. R. fourth

Black. (MR. G. MEDLEY.)

- 36. Q. takes K. P.
- 37. K. to K. Kt. square
- 38. Q. to K. seventh (check)
- 39. K. R. to K. second
- 40. Q. R. takes Q. P.
- 41. Q. takes Q. R.
- 42. Q. takes R. (check)
- 43. Q. to Q. eighth (check)
- 44. Q. to K. Kt. eighth (check)
- 45. B. to B. fourth
- 46. K. to Kt. second
- 47. K. to R. second
- 48. Q. to Q. B. eighth (check)
- 49. Q. to Q. Kt. eighth (check)
- 50. Q. takes Kt. (check)
- 51. B. takes Q.

White. (MR. J. R. MEDLEY.)

- 36. Q. to K. B. sixth (check)
- 37. Kt. to Q. B. fifth
- 38. K. to Q. B. square
- 39. Kt. to K. fourth
- 40. Q. R. takes R.
- 41. Q. takes R.
- 42. K. to Q. second
- 43. K. to K. third
- 44. K. to Q. third
- 45. Q. to K. eighth (check)
- 46. Q. to K. fifth (check)
- 47. K. to Q. B. fourth
- 48. K. to Q. third
- 49. K. to K. third
- 50. Q. takes Q.
- 51. K. takes B.

And White resigns.

Notes.

(a) An unfortunate mistake, which costs a clear Pawn and deprives him of the privilege of Castling.

(b) P. to K. B. fourth seems stronger.

(c) This confines the K. Rook, and is hardly so good, therefore, as K. R. to Kt. square. Had White played so, his opponent could not have taken the K. R. P. without losing the game—*e. g.*

- 22. Q. takes K. R. P.
- 23. K. takes R.
- 24. K. to R. square
- 25. K. to Kt. square
- 26. B. to K. Kt. fifth
- 27. K. to R. square.

- 21. K. R. to K. Kt. square
- 22. R. takes K. Kt. P. (check)
- 23. Q. to K. Kt. fifth (check)
- 24. Q. to K. B. sixth (check)
- 25. R. to K. Kt. square (check)
- 26. Q. to K. Kt. fifth (check)
- 27. R. takes B.

And Wins.



GAME THE FOURTH.

Between the same Players.

White. (Mr. J. R. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. Kt. to B. third
5. Kt. to B. third
6. B. to Q. third
7. Castles
8. Kt. to K. second
9. P. takes Kt.
10. Kt. to Kt. fifth
11. P. to Q. B. third
12. P. to Q. Kt. third (check)
13. P. to K. B. seventh (check)
14. P. takes R.
15. P. to K. B. fourth
16. P. takes B.
17. P. to K. Kt. third
18. P. to K. Kt. sixth (b)
19. P. to K. R. fifth
20. P. to K. B. third
21. P. to K. B. fourth
22. P. R. to K. square (!)
23. P. to K. Kt. third
24. P. takes P.
25. P. to K. fifth
26. P. to K. R. fourth
27. P. to K. Kt. fourth
28. P. R. to K. square
29. P. takes B.
30. P. to K. seventh
31. P. to K. eighth (check)
32. P. to K. third
33. P. to K. fifth
34. P. takes Kt.
35. P. to B. second
36. P. to K. B. fifth
37. P. to B. square
38. P. to K. square

Black. (Mr. G. MEDLEY.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to Q. third
6. Castles.
7. P. to Q. B. third
8. K. Kt. to K. fifth
9. P. takes B.
10. P. to K. B. fourth
11. P. to K. R. third (a)
12. K. to R. square
13. R. takes Kt.
14. Kt. to Q. B. third
15. Kt. to Q. B. second
16. Q. takes B.
17. B. to K. third
18. R. to K. B. square
19. Q. to Q. second
20. P. to K. sixth
21. Kt. to K. square
22. B. to K. B. second
23. B. takes Kt.
24. Kt. to K. B. third
25. Kt. to K. fifth
26. B. to K. B. second
27. B. to Q. fourth
28. Kt. to Q. seventh
29. Q. takes R.
30. R. to K. B. third
31. K. to R. second
32. P. takes P.
33. Kt. to K. B. sixth (check)
34. P. takes R.
35. R. to K. Kt. third
36. R. to Kt. seventh (check)
37. Q. to Q. B. fifth (check)
38. R. to K. seventh (check)

1 White resigns—Mr. G. MEDLEY thus winning the second prize.

[Notes.

Notes.

- (a) Q to her B. second would have been much better.
 (b) Why not have taken the K. B. P. with the Kt. ?

MATCH BETWEEN MESSRS. PERIGAL AND G. MEDLEY.*



TENTH AND CONCLUDING GAME.

Mr. Perigal gives the Pawn and move.

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. B. fourth
4. Q. Kt. to B. third
5. K. Kt. to K. second
6. B. to Q. third
7. Castles
8. P. to K. fifth
9. K. Kt. to Kt. third
10. Q. to K. Kt. fourth
11. P. to K. R. fourth (a)
12. P. to K. R. fifth
13. Q. takes P.
14. B. takes Kt.
15. Kt. takes Q.
16. Q. Kt. takes Q. P. (b)
17. K. Kt. to B. sixth
18. Q. Kt. to K. B. fourth

Black. (Mr. PERIGAL.)

1. K. Kt. to R. third
2. Kt. to K. B. second
3. P. to K. third
4. K. B. to Q. Kt. fifth
5. P. to Q. fourth
6. Castles
7. Q. Kt. to B. third
8. Q. Kt. to K. second
9. P. to K. Kt. third
10. K. to R. square
11. Kt. to K. B. fourth
12. P. takes P.
13. Q. to K. R. fifth
14. Q. takes Q.
15. P. takes B.
16. B. to Q. R. fourth
17. Q. B. to K. third
18. Q. B. to Q. B. fifth

* We have only room in the present number for the final contest, which terminated with the following result. Mr. G. M., 6. Mr. P., 3. Drawn, 1. The remaining games shall appear hereafter.

White. (Mr. MEDLEY.)

Kt. to Q. third
 to K. third
 Kt. takes P. (c)
 takes B.
 takes P.
 to K. third
 to K. B. fourth
 to K. Kt. square
 Kt. to Q. third
 Kt. takes B.
 Kt. to Q. fifth
 to K. Kt. third
 t. takes Kt.
 to Kt. second
 to Q. fourth (check)
 to K. square
 to K. fifth
 to Q. B. third
 t. to K. R. third
 t. to Kt. fifth (check)
 t. to K. fourth
 to Kt. fifth (check)
 to K. Kt. eighth
 to K. Kt. fourth
 t. to K. B. sixth
 to K. Kt. eighth
 to K. Kt. fourth
 to Kt. fifth (check)
 takes R.

Black. (Mr. PERIGALL.)

19. Q. R. to Q. square.
 20. P. to Q. B. fourth
 21. B. takes R.
 22. P. to K. B. fifth
 23. Q. R. takes P.
 24. R. to K. R. fifth
 25. Q. R. to R. eighth (check)
 26. B. to K. seventh
 27. B. takes P. (d)
 28. Kt. takes P.
 29. Kt. to K. Kt. third
 30. Kt. takes Kt.
 31. P. to Q. Kt. third
 32. Q. R. to K. R. third
 33. K. to Kt. square
 34. K. to B. second
 35. K. R. to Q. square
 36. K. R. to Q. eighth
 37. Q. R. to Q. third
 38. K. to Kt. third
 39. Q. R. to Q. second
 40. K. to R. third.
 41. Q. R. to Q. square
 42. Q. R. to Q. second
 43. Q. R. to K. B. second
 44. K. R. to Q. third
 45. K. R. takes Kt.
 46. K. to R. fourth

And Black resigned.

Notes.

Mr. Medley is a dangerous player to give odds of this description independently of his knowledge of these openings, which is con-
 ble, he has a peculiar avidity in seizing and availing himself of the
 tages which they present.

All this is very ably managed.

This is the right style; it is the dread of giving up any advantage
 as a Pawn or an exchange, even when they have the game hollow
 in favour, that loses young players so many victories.

Adventurous indeed!



In this and the following game, MR. HAREWITZ has the first move, and plays against MR. G. MEDLEY and another member of the London Chess Club, consulting together.

White. (MR. M.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Castles
5. P. to Q. B. third
6. P. to Q. fourth
7. P. takes P.
8. Q. Kt. to B. third
9. P. to Q. fifth
10. P. to Q. R. fourth
11. Q. B. to K. third
12. P. takes P.
13. P. takes Q. Kt. P. (c)
14. R. takes B.
15. B. takes K. B. P. (check) (d)
16. Q. to her Kt. third (check)
17. Q. takes B.
18. Q. to Q. R. sixth
19. Kt. to K. fifth (check)
20. Q. to K. sixth (check)
21. R. takes Kt.
22. Q. takes Kt.

Black. (The ALLIES.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. K. Kt. to B. third
6. P. takes P.
7. B. to Q. Kt. third
8. P. to K. R. third (a)
9. Q. Kt. to K. second
10. P. to Q. R. fourth
11. P. to Q. B. third (b)
12. B. takes B.
13. B. takes K. B. P. (check)
14. Q. B. takes P.
15. K. takes B. (e)
16. P. to Q. fourth
17. Q. R. to Q. Kt. square
18. P. takes K. P.
19. K. to Kt. square
20. K. to R. second
21. Q. to K. Kt. square
22. R. to K. square

And White mates in two moves.

Notes.

(a) This looks like losing time Why not at once play Q. B. to K. Kt. fifth?

(b) Taking the Bishop and then bringing the two Knights into co-operation would have been stronger play. The move in the text again opens the attack of the adverse K. B. upon Black's most vulnerable point, his K. B. Pawn.

(c) P. to Q. B. seventh would also have been good play.

(d) White's attack is not to be resisted, but we doubt the expediency of his attempting to change the Pieces, when his own are so much better disposed for action than his opponents, at this point. We should have preferred playing K. Kt. to Q. fourth, or Q. Kt. to Q. Kt. fifth.

(e) K. to B. square would perhaps have been better.



Between the same players—Mr. HARRWITZ to have the first move.

White. (MR. HARRWITZ.)

1. P. to Q. fourth
2. P. to K. fourth
3. P. takes P.
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. Q. to her Kt. third
7. Q. B. to K. third
8. K. Kt. to B. third
9. P. to Q. B. fifth (a)
10. K. B. to Q. third
11. P. takes Kt.
12. Q. to Q. B. second
13. Castles on Q.'s side (c)
14. B. takes K. R. P. (check)
15. Q. Kt. to K. fourth
16. K. to Kt. square
17. Q. to Q. R. fourth (e)
18. Q. takes Q. Kt. P.
19. Q. to K. second
20. K. to R. square
21. K. takes B.
22. K. to Kt. square

Black. (THE ALLIES.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to Q. Kt. fifth
6. Q. Kt. to B. third
7. Castles
8. Q. B. to K. third
9. K. Kt. to K. fifth
10. K. Kt. takes Q. B. P. (b)
11. P. to Q. fifth
12. P. takes B.
13. Q. to K. second
14. K. to R. square
15. K. B. to Q. seventh (check) (d)
16. Kt. to Q. Kt. fifth
17. P. to Q. Kt. fourth
18. Q. R. to Q. Kt. square
19. Q. B. takes Q. R. P. (check)
20. Kt. to Q. B. seventh (check)
21. Q. to K. third (check)
22. Q. to K. Kt. sixth

And Black won.

Notes.

(a) Taking P. with P. and then playing K. B. to Q. B. fourth at first sight looks good, but in reality is the reverse, for suppose—

9. P. takes P.

10. K. B. to Q. B. fourth

9. K. Kt. takes P.

10. Q. Kt. to Q. R. fourth, &c.

(b) The proper move, and one it is remarkable Mr. H. should have overlooked.

(c) Truly very tempting, but at the same time very unwise.

(d) If they had taken the B. with their King, Mate must obviously have ensued in two more moves.

(e) His only move, bad as it is.

CHESS IN THE PROVINCES.



Game recently played at Brighton, between Mr. STAUNTON and CAPT. KENNEDY, the former giving the Pawn and two moves.

(Remove Black's K. B. P. from the board.)

White. (Capt. K.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. P. to Q. B. fourth
5. P. to Q. fifth
6. K. B. to Q. third
7. K. Kt. to K. R. fourth
8. K. Kt. to B. fifth
9. Q. B. to K. Kt. fifth (a)
10. B. takes Kt.
11. Castles
12. B. to Q. B. second
13. P. to K. Kt. third
14. K. Kt. to R. fourth
15. K. to R. square
16. Q. Kt. to Q. second
17. Q. to K. second
18. K. Kt. to Kt. second
19. P. to K. B. fourth (c)
20. P. takes P.
21. Kt. takes Kt.
22. R. takes R.
23. R. to K. Kt. square
24. Kt. to K. B. third

Black. (Mr. S.)

- 1.
2. Q. Kt. to Q. B. third
3. P. to K. third
4. P. to Q. third
5. Q. Kt. to K. second
6. P. to K. fourth
7. Q. Kt. to K. Kt. third
8. K. Kt. to B. third
9. P. to K. R. third
10. Q. takes B.
11. Kt. to K. B. fifth (b)
12. Q. to K. Kt. fourth
13. P. to K. Kt. third
14. K. B. to K. second
15. K. Kt. to R. sixth
16. Castles
17. Q. B. to Q. second
18. K. R. to K. B. second
19. P. takes P.
20. Kt. takes P.
21. R. takes Kt.
22. Q. takes R.
23. K. B. to K. Kt. fourth
24. Q. B. to K. Kt. fifth

The remaining moves were not taken down, but the game was finally won by Black.

Notes.

- (a) A very weak and useless move.
 (b) Black has actually a better game, despite the odds, than his opponent's, through the error committed by the latter at his 9th move.
 (c) It is doubtful under the circumstances whether he had any better method of extricating himself at this moment.



Brilliant little game, in which Mr. HARRWITZ gives his Q. Kt.

(Remove Black's Q. Kt. from the board.)

Black. (Mr. HARRWITZ.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. to K. second
4. P. to K. B. fourth
5. K. Kt. to B. third
6. P. to Q. fourth
7. Q. B. takes P.
8. K. B. to Q. third
9. Q. to K. B. second
10. P. to K. fifth
11. Castles on Q. side
12. P. takes B.
13. Q. B. takes P.
14. Q. B. to K. Kt. third
15. Q. R. to K. square
16. P. to Q. B. third
17. Q. to Q. B. second
18. Q. to Q. R. fourth
19. Q. takes Q. B. P. (check) (b)
20. K. B. to Q. R. sixth

White. (MR. TAYLEURE.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. B. third
4. P. takes P. (a)
5. P. to Q. third
6. K. B. to Q. Kt. third
7. Q. to K. second
8. Q. B. to K. Kt. fifth
9. P. to Q. fourth
10. P. to K. B. third
11. B. takes Kt.
12. P. takes P.
13. Q. Kt. to Q. second
14. Castles.
15. Q. to K. B. third
16. K. Kt. to R. third
17. P. to K. Kt. third.
18. Q. takes K. B. P.
19. P. takes Q.

Mate.

Notes.

(a) It is not prudent to take this Pawn in the Lopez Gambit.

(b) Very pretty, and calculated on from the time he played his Q. to Q. B.'s second.



CHESS INTELLIGENCE.

A highly instructive and interesting lecture on Chess was delivered to the members and friends of the Athenæum, Worcester, on Monday evening, by Edgar Sheppard, Esq. The following is a brief abstract of the lecture :—

The lecturer, after a few preliminary observations, in which the importance of Chess, by comparison with all other games, was insisted upon, divided the subject into three heads :—First, the History of Chess; second, an account of the celebrated Automaton Chess Player; and third, the powerful effect of Chess upon the mind and passions. In the first place it was shewn that Chess, or at least the game from which it originated, was invented before the Siege of Troy. Various anecdotes were related, as recorded by the historian, of different countries which lay claim to the honour of its invention. Next some ingenious evidence and reasoning were offered, to prove that the true channel of the introduction of Chess into Europe has been overlooked, and that it came into Spain at the Arabian Conquest, in the eighth century, and was thence diffused through the European nations.

In alluding to the various countries in which Chess is played in the present day, Mr. Sheppard stated that England now boasted of the finest living player—"that 'this island of ours,' as Carlyle calls it, claimed the empire of the Chess-board, as well as the empire of the seas."

In the second place, the wonderful deception of the celebrated Automaton Chess Player was commented on and explained. This part of the subject was illustrated by some neatly executed diagrams.

After giving, in the last place, a short notice of the extraordinary effect of Chess upon the mind and passions, and relating some amusing anecdotes to prove it, the lecturer concluded in the following manner :—

"And now, ladies and gentlemen, I have finished the object which I had in view. I have given you as concise a sketch as possible of a subject, the history of which embraces a period of more than 3000 years. And the number of great and illustrious individuals who during this long and eventful time have successively devoted their minds to its consideration, surely form some slight guarantee that Chess is not so trifling a matter as it has been esteemed by many. That, believe me, can be no mere trifling amusement which has enlisted in the ranks of its supporters such men as the Emperor Charlemagne, as Richard Cœur de Lion, as Tamerlane, as Pope Leo X., as Henry IV. and Louis XIV. of France, as Charles XII., King of Sweden, and a host of others who have long since made their last move, and been mated by man's great enemy—death. That can be no unintellectual pursuit which occupied the captive hours of that great man, whom the genius of a Byron has described as

"The modern, mightier far,
Who, born no king, made monarchs draw his car;
Whose game was empires, and whose stakes were thrones—
Whose table earth,—whose dice were human bones."

There, upon that lonely island in a far-off sea, the illustrious idol of an

illustrious people still solaced his troubled spirit, by plotting the overthrow of kings and queens, though upon a less extended sphere, until

"The fettered eagle broke his chain,
And higher worlds than this were his again."

That, too, can be no empty pastime which represents, as Lord Teignmouth has written, our glorious constitution; in that it has a king whose dignity we strenuously defend, but whose power is extremely limited; knights and rooks bearing a resemblance to the orders of nobility; pawns symbolizing the people, in whose firm and united strength lies the chiefest power, and the surest source of victory. And, above all, that can be no frivolous or profitless amusement which imparts to the mind vigour and caution, circumspection and foresight; which shews us how occasionally we may, by the exercise of these qualities, be extricated from apparently insurmountable difficulties; and which enables us to apply the moral to the tale of life, by shewing its analogy with our daily warfare in the world,—a world which purposely yields us trial and trouble here, in order to prepare us for eternal enjoyment hereafter."

SOLUTIONS TO PROBLEMS.

No. 12, p. 46.

This problem was inadvertently copied twice, and inserted both in the January and February No. (See the solution to No 8.)

No. 13, p. 63.

WHITE.	BLACK.
1. Kt. to Q. fourth (check)	K. to Q. fourth
2. Kt. to K. third (check)	K. takes B.
3. K. to Q. B. seventh	K. takes Kt.
4. K. to Q. sixth	P. to B. fourth
5. K. to Q. B. sixth	P. to B. fifth
6. Kt. takes P.	

Mates.

No. 14, p. 63.

WHITE.	BLACK.
1. Kt. to K. third	K. to Kt. sixth (best)
2. Castles on K.'s side	Anything
3. Kt. to K. B. fifth	

Mates.

No. 15, p. 64.

WHITE.	BLACK.
1. Kt. takes Kt. (check)	Q. takes Kt.
2. Q. takes Kt. (check)	Q. interposes
3. Q. takes R. (check)	Q. ditto
4. Q. takes R. (check)	Q. ditto
5. Q. takes P. (check)	Q. ditto
6. Q. takes B. (check)	Q. ditto
7. R. to Kt. square	Q. takes Q.

Mates.

No. 16, p. 64.

- | WHITE. | BLACK. |
|--------------------------------|--------------------------|
| 1. B. to Q. R. fourth (check) | K. to Q. R. third (best) |
| 2. B. to Q. Kt. fifth (check) | K. takes B. |
| 3. Q. to Q. B. fourth (check) | K. takes Q. |
| 4. Kt. to Q. R. third (check) | K. to Q. sixth |
| 5. Castles (check) | K. takes B. (or A) |
| 6. Kt. to Q. B. fourth (check) | K. to his seventh |
| 7. K. R. to K. square | |

Mates.

(A)

- | | |
|------------------------|------------------|
| 6. R. takes R. (check) | R. to Q. seventh |
| 7. Kt. to Q. B. fourth | K. takes B. |

Mates.

No. 17, p. 95.

- | WHITE. | BLACK. |
|--|-----------------|
| 1. Kt. to Kt. sixth (check) | K. to Kt. fifth |
| 2. Q. takes R. (check) | K. takes Q. |
| 3. B. takes P. (check) | Q. interposes |
| 4. Kt. from R. seventh to B.'s 8th
compels Black to | |

Mate.

No. 18, p. 95.

- | WHITE. | BLACK. |
|--------------------------------|-----------------|
| 1. Q. takes Q. (check) | K. takes Q. |
| 2. Kt. to Q. B. fourth (check) | K. to B. fourth |
| 3. Kt. to K. sixth (check) | K. to Q. fourth |
| 4. P. to K. fourth (check) | K. takes Kt. |
| 5. K. takes P. | |

Dis. Mate.

No. 19, p. 96.

- | WHITE. | BLACK. |
|-------------------------------|--------------------|
| 1. P. to K. Kt. sixth (check) | K. takes P. (best) |
| 2. Q. to K. B. fifth (check) | K. takes Q. |
| 3. B. to K. fourth (check) | K. to K. fourth |
| 4. Kt. to Q. third (check) | K. takes B. |
| 5. P. takes Kt. P. | Any move |
| 6. P. to K. B. third | |

Mates.

No. 20, p. 96.

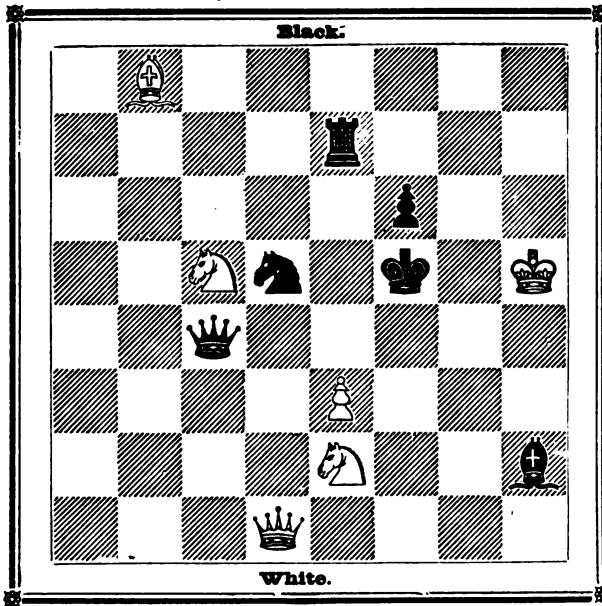
- | WHITE. | BLACK. |
|-------------------------|---------------------|
| 1. Q. takes Kt. (check) | P. takes Q. |
| 2. Kt. to K. B. fourth | K. takes Kt. (best) |
| 3. B. takes K. B. P. | K. takes Kt. |
| 4. B. to K. fifth | P. one |
| 5. B. to Q. fourth | |

Mates.

PROBLEM, No. 27.

By Mr. J. R. EDNEY.

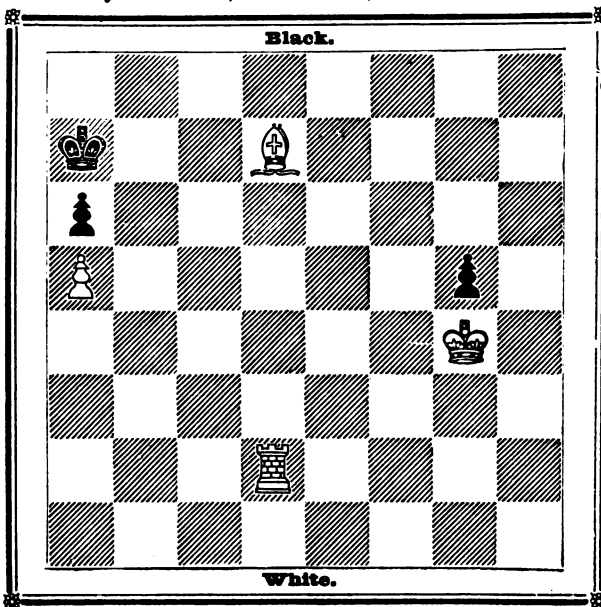
159.



White to Mate in five moves.

PROBLEM, No. 28.

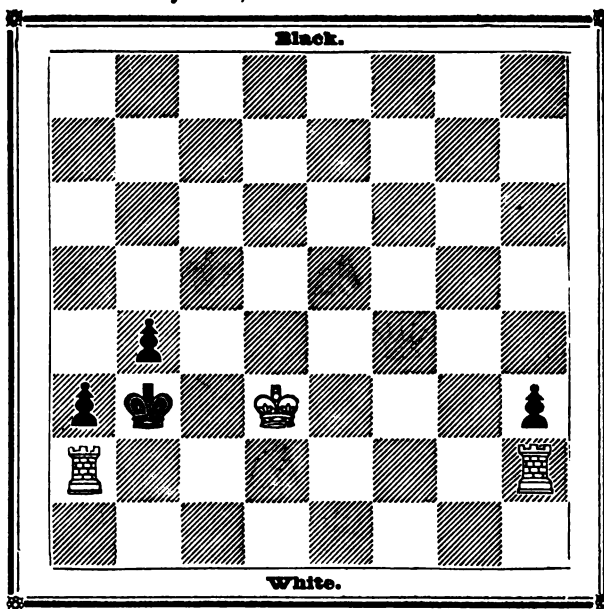
By Mr. PRUS, West Boldon, near Newcastle.



White playing first, Mates in seven moves.

PROBLEM, No. 29.

By F. C., an Amateur of York.



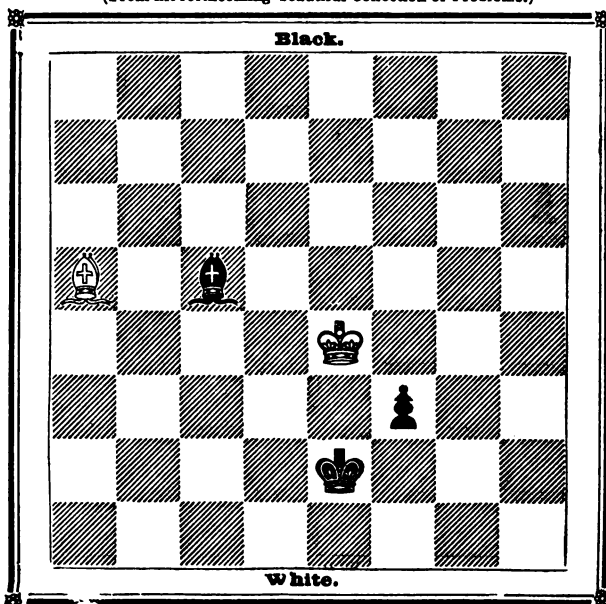
White.

White to play, and Mate in four moves.

PROBLEM, No. 30.

BY HERR KLING.

(From his forthcoming beautiful Collection of Problems.)



white.

White playing first, draws the game.

CHESS OF THE LAST CYCLE.



The following game, played many years ago, and hitherto unpublished, we owe to the kindness of the veteran, Harry Wilson, of the Isle of Wight.

White. (Captain EVANS.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. fourth
4. P. to Q. fifth
5. P. to K. B. fourth (a)
6. Kt. to B. third
7. B. takes P.
8. B. to K. Kt. fifth
9. B. takes Kt.
10. Kt. to B. third
11. P. to her B. second
12. B. takes B.
13. Castles (on Q. side) (c)
14. P. to Q. second
15. P. to K. Kt. third
16. B. to Kt. second
17. P. to Q. Kt. square
18. P. to K. B. third
19. P. to Q. R. square
20. P. to K. R. fourth
21. R. to K. B. square
22. R. to Q. fourth
23. R. to K. B. third
24. P. to K. third
25. P. to K. R. third
26. P. to K. B. third.
27. B. takes B.
28. P. to K. second
29. B. takes P.
30. P. to K. B. third
31. P. to K. R. fourth
32. R. to his third
33. P. to Q. square
34. P. to K. square
35. B. takes R.

Black. (Mr. HARRY WILSON.)

1. P. to Q. fourth
2. P. takes P.
3. P. to K. fourth
4. K. B. to Q. B. fourth
5. K. Kt. to B. third
6. K. P. takes K. B. P.
7. Castles
8. Q. to her third
9. Q. takes B.
10. K. B. to Q. Kt. fifth (b)
11. B. takes Q. Kt. (check)
12. R. to K. square
13. Q. to K. B. fifth (check)
14. P. to Q. Kt. fourth
15. Q. to K. Kt. fourth
16. Q. Kt. to Q. second
17. Kt. to Q. B. fourth
18. Q. to K. Kt. third
19. P. to Q. R. fourth (d)
20. Q. to her third
21. Kt. to Q. R. fifth
22. Q. to her R. sixth
23. Q. B. to K. Kt. fifth
24. R. to K. fourth (e)
25. P. to K. Kt. fourth (f)
26. B. takes Kt.
27. P. to K. B. fourth
28. P. to K. B. fifth
29. P. takes P.
30. Q. R. to K. B. square
31. K. to R. square
32. Q. R. to K. Kt. square
33. K. R. takes K. P.
34. Q. R. to Kt. sixth
35. P. takes R.

And White surrenders.

[Notes.

Notes.

- (a) Very perilous, considering the position of Black's K. Bishop.
 (b) Q. B. to K. Kt. fifth seems to us preferable. The K. Bishop capitally posted at Q. B. fourth.
 (c) Wantonly courting danger. Why not have taken the Gambit Pawn, preparatory to Castling safely on the King's own side? If White were deterred from doing so from apprehension of his adversary taking the K. P. with the Rook it was "a lost fear," for his capturing that Pawn would have cost him the game.
 (d) It would have been impolitic play to take the Pawn.
 (e) Kt. to Q. B. fourth, or P. to Q. Kt. fifth, would have been much more to the purpose.
 (f) Again, playing the Kt. to Q. B. fourth or P. to Q. Kt. fifth would have made short work of poor White. The latter move leads to many pretty variations, but we have room only for the following.

26. R. takes Q. B. P. (or A)		25. P. to Q. Kt. fifth
		26. B. to Q. eighth

With a winning game.

(A)

26. P. takes B.		26. P. to Q. Kt. sixth
27. Q. to Q. second (best)		27. Q. R. to Kt. square

Black must win.

CHESS IN THE PROVINCES.



The subjoined games were lately played between the Chess Amateurs of the Roscoe Club, in Liverpool, and Mr. Spreckley, the well-known secretary of the Liverpool Chess Club. The latter giving his opponents the odds of the Pawn and move.

(Remove Black's K. B. P. from the Board.)

White. (THE ROSCOE ALLIES.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. Castles
7. P. to K. fifth
8. K. B. to Q. third
9. P. to Q. R. third
10. P. takes P.

Black. (MR. SPRECKLEY.)

1. K. Kt. to R. third
2. K. Kt. to B. second
3. P. to K. third
4. B. to K. second
5. Castles
6. P. to Q. Kt. third (a)
7. P. to Q. fourth
8. B. to Q. R. third
9. P. to Q. B. fourth
10. P. takes P

White. (THE ROSCOM ALLIES.)

- P. to Q. Kt. third
 12. Q. takes B.
 13. B. to K. B. fourth
 14. B. to K. Kt. third
 15. Q. R. to K. square
 16. K. Kt. to Q. second
 17. Q. Kt. to Q. R. fourth (b)
 18. P. to K. B. fourth
 19. K. Kt. to K. fourth
 20. B. takes Kt.
 21. R. takes R.
 22. K. Kt. takes Q. B. P.
 23. Kt. takes B.
 24. Q. to K. R. third
 25. Kt. to Q. third
 26. Q. to K. Kt. fourth
 27. R. to K. B. square
 28. Q. to her square
 29. Q. takes R.
 30. P. to Q. Kt. fourth (d)
 31. K. to B. second
 32. K. to his third
 33. K. to B. third
 34. K. to Kt. third
 35. K. to R. third
 36. Kt. to K. B. second
 37. Kt. takes P.
 38. K. takes P.

Black. (MR. SPRECKLEY.)

11. B. takes B.
 12. Q. Kt. to B. third
 13. K. Kt. to K. R. square
 14. K. Kt. to his third
 15. Q. to Q. second
 16. K. R. to K. B. second
 17. K. R. to B. fourth
 18. Q. R. to K. B. square
 19. K. Kt. takes K. B. P.
 20. R. takes B.
 21. R. takes R.
 22. B. takes Kt. (check)
 23. Q. to Q. B. square
 24. R. to K. B. fourth
 25. Kt. to Q. fifth
 26. Q. to B. sixth (e)
 27. P. to K. R. fourth
 28. R. takes R. (check)
 29. Q. takes Q. B. P.
 30. Kt. to K. seventh (check)
 31. Kt. to B. fifth (dis. check)
 32. Kt. takes K. Kt. P. (check)
 33. Kt. to K. R. fifth (check) (e)
 34. Kt. to B. fourth (check)
 35. P. to K. Kt. fourth (f)
 36. P. to K. Kt. fifth (check)
 37. P. takes Kt. (check)
 38. Kt. to K. sixth (check)

And wins.

Notes.

- (a) Well played to enable him to bring his Q.'s pieces into action.
 (b) This move is not to our liking. We should have preferred playing the other Kt. to Q. B. fourth.
 (c) The present and the following move are well conceived.
 (d) Better surely to have played the Kt. to K. B. fourth. Attempting to save the pawn was evidently subjecting themselves to graver ills.
 (e) He might have taken the Kt. with his Q., forcing an exchange of both pieces, and then have won easily with the Pawns.
 (f) Threatening quietly to mate next step.



Between the same Competitors.

(Remove Black's K. B. P. from the board.)

White. (THE ROSCON ALLIES.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth
4. P. to Q. B. third
5. K. Kt. to B. third
6. B. to Q. Kt. fifth
7. B. to R. fourth
8. B. to K. third
9. Q. Kt. to Q. second
10. B. to Q. B. second
11. Kt. to Kt. fifth
12. B. takes B.
13. P. to K. B. fourth
14. Castles
15. P. to Q. Kt. fourth
16. P. to Q. R. fourth
17. P. to Q. Kt. fifth
18. Q. takes B.
19. P. to Q. B. fourth
20. Q. to Q. B. third
21. Kt. to K. B. third
22. K. R. to K. square
23. Q. takes Q. B. P.
24. P. takes Kt.
25. Q. R. to Q. square
26. Q. takes Q.
27. R. to K. fourth
28. P. to K. Kt. third
29. Q. R. to Q. third
30. P. takes P. (check)
31. K. to B. second
32. P. takes P. (check)
33. P. to K. B. third
34. P. to K. Kt. fourth
35. P. takes P.
36. K. R. to K. second

Black. (MR. SPRECKLEY.)

1. Q. Kt. to B. third
2. P. to Q. fourth
3. Q. B. to B. fourth
4. P. to K. third
5. Q. to Q. second
6. P. to Q. R. third
7. B. to K. second
8. P. to K. R. fourth
9. Q. B. to K. Kt. third
10. Q. B. to K. B. second
11. B. takes Kt.
12. K. Kt. to K. second
13. Castles on Q.'s side
14. Q. R. to K. B. square
15. Q. Kt. to Q. square.
16. B. to K. Kt. third
17. B. takes B.
18. P. to Q. R. fourth
19. Kt. to K. B. fourth
20. P. takes P.
21. P. to Q. Kt. third
22. Kt. to K. B. second
23. Kt. takes B.
24. Q. R. to Q. square
25. Q. to Q. fourth
26. R. takes Q.
27. K. R. to Q. square
28. K. to Q. Kt. second
29. P. to Q. B. third
30. K. takes P.
31. P. to Q. Kt. fourth
32. K. takes P.
33. P. to Q. R. fifth (a)
34. P. takes P.
35. Kt. to K. second
36. K. R. to Q. B. square

<i>White.</i> (THE ROSCON ALLIES.)	<i>Black.</i> (MR. SPRECKLEY.)
37. K. R. to Kt. second (check)	37. K. to R. third
38. Kt. to Q. second	38. Q. R. to Kt. fourth
39. K. R. to Q. R. second	39. Q. R. to Kt. fifth
40. Kt. to K. fourth	40. K. R. to Q. B. third
41. Q. R. to Q. R. third	41. R. takes Q. P.
42. R. takes P. (check)	42. R. takes R.
43. R. takes R. (check)	43. K. to Kt. third
44. R. to Q. fourth	44. Kt. to Kt. third
45. Kt. to K. B. sixth	45. P. takes Kt.
46. K. Kt. P. takes P.	46. Kt. takes K. P.
47. P. to Kt. fifth	47. K. to B. second
48. R. to K. fourth	48. Kt. to Kt. third.
49. P. to B. seventh	49. K. to Q. second
50. R. to K. B. fourth	50. K. to K. second
51. R. to B. sixth	51. Kt. to B. square
52. K. to Kt. third	52. R. to Q. B. fourth
53. K. to R. fourth	53. R. to K. B. fourth
54. R. takes R.	54. P. takes R.
55. P. to Kt. sixth	55. K. to B. third
56. P. to Kt. seventh	56. Kt. checks
57. K. to R. fifth	57. K. takes Kt. P. (<i>b</i>)
58. K. to Kt. fifth	58. Kt. to K. second

And Wins.

Notes.

(*a*) Playing the King to Q. B. fifth, and then taking the Q. P. with the Kt., would have been hazardous, on account of White's replying with R. to Q. R. second.

(*b*) The terminating moves of this game present a most instructive lesson to young players.



Stoutly contested game between Sir JOHN BLUNDEN, Bart., of the Dublin Chess Club, and Lieut. Colonel NESBITT.

<i>White.</i> (Colonel N.)	<i>Black.</i> (Sir J. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to K. B. third
5. P. to Q. third	5. P. to Q. third

White. (Col. X.)

6. P. to Q. Kt. fourth
7. P. to Q. R. fourth
8. Q. to her Kt. third
9. Q. R. to his second
10. Castles
11. Q. R. to K. second
12. Q. Kt. to Q. second
13. Q. B. to Q. R. third
14. Q. R. to K. square
15. P. to Q. R. fifth
16. Q. R. P. takes R.
17. P. to K. Kt. third
18. P. takes Q. R. P.
19. K. takes B.
20. R. to K. third
21. Kt. takes P.
22. Q. to her square
23. Q. to K. second
24. Q. B. to Q. Kt. second
25. R. to K. fourth
26. K. R. P. takes Kt.
27. Q. takes Q.
28. K. to his second
29. R. to K. R. fourth
30. P. to K. Kt. fourth
31. B. to Q. Kt. third
32. P. to Q. R. fourth
33. K. B. takes P.
34. K. B. to Q. Kt. third
35. K. R. to K. R. fifth
36. R. to Q. B. fourth
37. Q. B. to his square
38. R. takes Kt.
39. R. takes R.
40. R. takes Q. R. P.
41. Kt. to K. B. third
42. R. checks
43. K. to his fourth
44. P. to Q. Kt. fifth
45. R. to Q. Kt. third.

Black. (Sir J. B.)

6. K. R. to Q. Kt. third
7. P. to Q. R. third
8. Q. to K. second
9. P. to K. R. third
10. Castles
11. Q. R. to K. Kt. fifth
12. K. to R. square
13. K. Kt. to K. R. fourth
14. P. to K. R. fourth
15. K. B. P. takes K. P.
16. P. takes K. Kt.
17. Q. R. to K. R. sixth
18. B. takes R.
19. Q. to K. Kt. fourth
20. Q. R. to Q. R. square
21. Q. to K. R. third
22. R. takes P.
23. Q. Kt. to K. second
24. Q. Kt. to K. R. fourth
25. Q. Kt. takes P. (check)
26. Q. takes Kt.
27. R. takes Q.
28. K. R. to K. R. square
29. Kt. to K. R. third
30. P. to Q. Kt. fourth
31. Kt. to K. R. second
32. P. takes P.
33. P. to Q. fourth
34. P. to Q. fifth
35. Kt. to K. Kt. fourth
36. R. to K. R. fifth
37. R. takes K. Kt. P.
38. R. takes R.
39. P. takes R.
40. K. to Kt. square
41. K. to K. R. second
42. K. to his second.
43. K. to Q. third
44. R. to Q. B. square

And Black Mates in three moves.

CHESS AT BRIGHTON.

CONCLUSION OF THE MATCH BETWEEN MESSRS.
HARRWITZ AND HORWITZ.

GAME THE FOURTEENTH.

White. (MR. HORWITZ.)

to K. fourth
 . B. to Q. B. fourth
 . Kt. to B. third
 . Kt. to B. third
 to Q. R. third
 to Q. fourth
 . Kt. takes P.
 . B. to Q. Kt. third
 . takes Kt.
 . to Q. third
 . to K. Kt. third
 . B. to K. Kt. fifth
 . B. to K. R. sixth
 astles (on Q.'s side) (*b*)
 . R. to K. B. square
 . to Q. R. fourth (*c*)
 . R. takes Kt.
 t. takes Q. Kt. P.
 . to Q. B. fourth
 . B. P. takes B.
 . takes P.
 . to Q. Kt. square (*e*)
 . B. to Q. B. second
 . to K. B. third
 . B. to Q. Kt. third

Black. (MR. HARRWITZ.)

1. P. to Q. B. fourth
 2. P. to K. third
 3. Q. Kt. to B. third
 4. P. to Q. R. third
 5. K. Kt. to K. second
 6. P. takes P.
 7. P. to Q. Kt. fourth
 8. Kt. takes Kt.
 9. Kt. to Q. B. third
 10. K. B. to Q. B. fourth
 11. Castles
 12. P. to K. B. third (*a*)
 13. K. R. to K. B. second
 14. Q. to Q. Kt. third
 15. P. to Q. R. fourth
 16. Kt. to Q. fifth
 17. B. takes R.
 18. Q. B. to R. third
 19. Q. B. takes Kt.
 20. P. to K. B. fourth (*d*)
 21. Q. to Q. B. fourth (check)
 22. Q. takes P. (check)
 23. Q. to Q. B. fourth
 24. Q. R. to Q. B. square
 25. Q. to Q. Kt. fifth

White resigns.

[Notes.]

Notes.

- (a) This appears to be better than moving the Queen.
 (b) An imprudent step. The less excusable, since, with a game ahead and one more only to win, it is fair to conclude that common care and skill would now have given him the victory in this well fought match.
 (c) Kt. to Q. fifth produces many striking variations. Among others the following one is very likely to occur in the event of that move being tried.

16. Kt. to Q. fifth
 17. K. B. takes Q. P.
 18. B. takes R. (check)
 19. Q. to Q. Kt. third (check)
 20. Q. to K. Kt. eighth
 And White should win.

16. P. takes Kt.
 17. P. to K. Kt. third
 18. K. takes B.
 19. K. to his second
 (If P. to Q. fourth, White can take the P. with his Q.'s Rook advantageously.

- (d) A good move.
 (e) If B. to Q. B. second, Black might have gained a piece by playing Q. R. to Q. B. square.



GAME THE FIFTEENTH, AND LAST.

Black. (Mr. HAREWITZ.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. fourth
4. P takes P.
5. Q. Kt. to B. third
6. K. B. to Q. third
7. K. Kt. to B. third
8. K. Kt. to K. fifth
9. Castles (c)
10. P. takes B.
11. Q. to K. R. fifth (check)
12. Q. to K. R. sixth
13. B. takes Kt.
14. B. to Q. R. third
15. Q. R. to K. square (d)
16. B. takes P.
17. B to Q. sixth
18. Kt. to K. Kt. fourth

White. (Mr. HORWITZ.)

1. P. to K. third
2. P. to Q. B. third (a)
3. P. to K. B. fourth (b)
4. Q. to her R. fourth (check)
5. Q. takes P.
6. Q. to K. B. second
7. K. B. to Q. Kt. fifth
8. Q. to K. B. third
9. B. takes Q. Kt.
10. K. Kt. to K. second
11. P. to K. Kt. third
12. K. Kt. to K. B. fourth
13. Q. takes B.
14. Q. to K. B. third
15. P. to Q. B. fourth (e)
16. Q. Kt. to B. third
17. Kt. to K. second
18. Q. to K. B. second

Black. (Mr. HARBWITZ.)

19. Q. to K. Kt. fifth
20. Kt. to K. B. sixth (check)
21. Kt. to Q. fifth (f)
22. B. takes Kt. (check)
23. Q. to K. fifth
24. Q. takes K. R. (check)
25. Q. to K. fifth
26. Q. to Q. sixth
27. B. to K. R. fourth
28. R. to K. seventh
29. R. takes Q.
30. K. R. to K. square
31. K. R. to Q. R. square
32. R. to K. B. sixth
33. K. R. takes R. P.
34. Q. R. takes R. (check)
35. P. to K. B. fourth
36. K. to B. second
37. P. to K. R. third
38. K. to K. third
39. P. to K. Kt. fourth
40. K. Kt. P. takes P.
41. R. to K. R. seventh
42. R. takes P.
43. B. to Q. eighth
44. R. takes B.
45. K. to Q. third
46. K. to Q. B. second

White. (Mr. HORWITZ.)

19. P. to Q. Kt. third
20. K. to Q. square
21. B. to Q. R. third
22. K. to Q. B. square
23. P. takes Kt.
24. K. to Q. Kt. second
25. B. takes P.
26. R. to Q. B. square
27. R. to Q. B. third
28. R. takes Q.
29. K. to Q. B. third
30. B. takes Q. R. P.
31. B. to K. third
32. B. to Q. B. fifth
33. P. to K. R. third
34. K. P. takes R.
35. B. to Q. sixth
36. B. to K. B. fourth
37. P. to K. R. fourth
38. B. to K. fifth
39. B. to K. Kt. seventh
40. P. takes P.
41. B. takes P.
42. K. to Q. Kt. fourth
43. B. to K. B. fourth
44. P. takes R.
45. K. to Q. B. third

And White resigned the Game and the Match.

As the loss of an odd game by Mr. Horwitz, in this, as in the preceding contest, seems to be fairly attributed to excessive nervous irritability rather than any deficiency of Chess powers, and another decisive match is on the tapis between the same players, we shall withhold our intended comments on their relative skill until the termination of the approaching struggle.

Notes.

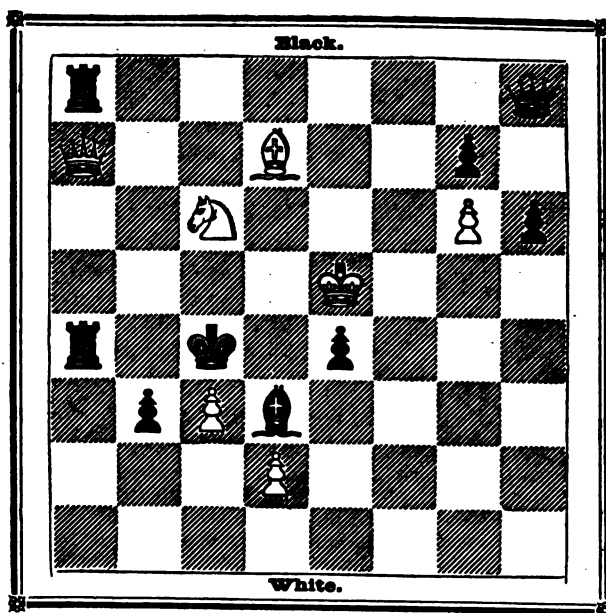
- (a) A poor weak style of defence.
- (b) This is equally exceptionable.
- (c) Black fully avails himself of the error his opponent is guilty of in bringing the unsupported Queen into action so prematurely.
- (d) Black has four pieces to his adversary's one in play, besides the advantage of his King being safely castled.

(e) Determined at all risks to bring out his men.

(f) The attack is sustained with cruel determination to the end. If White, instead of playing his K. to Q. square, had moved to his B's square, Black would still have won a piece by checking with his Q. at K. R. sixth.

PROBLEM, No. 31.

By HERB KLING.



White to play, and Mate in two moves.

CHESS IN THE METROPOLIS.



Game between Mr. HARRWITZ and Lieut. Col.
NESBITT.

White. (Mr. H.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. K. B. to B. fourth
5. P. to Q. B. third
6. Q. Kt. takes P.
7. Castles
8. P. to Q. R. third
9. P. to Q. Kt. fourth
10. B. to Q. fifth
11. Q. to Kt. third
12. Q. B. to K. third
13. Q. R. to B. square
14. Kt. to K. R. fourth
15. P. to Q. R. fourth
16. Kt. takes Kt.
17. P. to K. B. fourth
18. R. takes P.
19. K. Kt. to B. fifth
20. Q. Kt. takes B. (check)
21. Q. takes Q.
22. B. takes R.
23. Kt. takes Kt (check)

Black. (Col. N.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to B. third
4. P. to K. fourth
5. P. takes Q. B. P.
6. P. to K. R. third
7. K. Kt. to B. third
8. P. to Q. R. third
9. P. to Q. Kt. fourth
10. Q. to B. second
11. P. to Q. third (a)
12. Q. B. to Kt. second
13. Q. to Q. second
14. Q. R. to B. square
15. K. Kt. takes B.
16. Q. to K. third
17. P. takes K. B. P.
18. B. to K. second
19. Castles
20. Kt. takes Kt.
21. R. takes R. (check)
22. P. takes Q.

And wins.

Notes.

(a) Better than taking off the Bishop, for suppose—

12. P. takes Kt.
13. Kt. takes Kt.
14. R. to K. square (check)
15. P. to Q. sixth
16. Kt. to Q. fifth

11. K. Kt. takes B.
12. Q. Kt. to Q. fifth
(His most likely move.)
13. P. takes Kt.
14. B. to K. second
15. Q. takes P.

And wins.



The following spirited little game was lately played between two members of the London Chess Club.

White. (Mr. S.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. P. to K. R. third
10. Q. Kt. to B. third
11. Q. B. to K. Kt. fifth (a)
12. Q. B. to K. R. fourth
13. Q. B. to K. Kt. third
14. P. to K. fifth
15. Q. B. takes P.
16. Q. to her third
17. Q. R. to Q. square
18. P. takes Kt.
19. Kt. to Q. fifth
20. Kt. takes B.
21. Q. to K. B. fifth
22. R. takes Kt. (d)
23. Q. to K. B. sixth (check)
24. R. to Q. sixth
25. Kt. takes Kt. P.
26. Q. takes Kt. P. (check)
27. R. to K. R. sixth

Black. (Mr. M.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. Castles
11. P. to K. R. third
12. P. to K. Kt. fourth
13. Q. Kt. to K. second
14. P. takes P.
15. Q. Kt. to K. Kt. third
16. K. to Kt. second (b)
17. Kt. takes B.
18. Kt. to Q. second
19. P. to Q. B. third
20. Q. takes Kt. (e)
21. Q. to her B. fourth
22. Q. takes B. (e)
23. K. to Kt. square
24. K. R. to K. square
25. P. takes Kt.
26. K. to B. square

And wins.

Notes.

- (a) This manner of pursuing the attack is well deserving consideration.
- (b) Black affords his adversary too much time.
- (c) Injudicious, because of its taking the Q. too far from the chief point of action.
- (d) The termination is very cleverly played by White.
- (e) Better than taking the R. with his B.

Allgaler
Gambit.

Between C. R. M. TALBOT, M.P., and Mr. B. GREVILLE, two of the leading amateurs of the St. George's Chess Club.

Black. (MR. TALBOT.)

- . to K. fourth
- . to K. B. fourth
- . Kt. to B. third
- . to K. R. fourth
- . Kt. to K. fifth
- . B. to Q. B. fourth
- . to Q. fourth
- . to Q. third
- . to K. Kt. third
- . takes P.
- . to B. second
- . Kt. to B. third
- . checks
- . Kt. to K. fourth
- . takes B.
- . takes P.
- . to Q. R. fourth
- . to K. B. fourth
- . takes R. (check)
- . to Q. third
- . B. to Q. second
- . R. to K. square
- . takes R.
- . to Q. fifth
- . takes P.
- . to Kt. square
- . to Q. fifth
- . to K. third (check)
- . to Q. B. seventh (check)
- . to Q. fourth (check)
- . to her seventh (check)
- . to Q. R. fifth (check)
- . mates

White. (MR. GREVILLE.)

- 1. P. to K. fourth
- 2. P. takes P.
- 3. P. to K. Kt. fourth
- 4. P. to K. Kt. fifth
- 5. P. to K. R. fourth
- 6. K. Kt. to R. third
- 7. P. to Q. third
- 8. P. to K. B. sixth
- 9. P. to Q. fourth
- 10. B. to Q. third
- 11. P. to Q. B. third
- 12. Q. B. to K. B. fourth
- 13. K. to B. square
- 14. B. takes Kt.
- 15. Q. Kt. to Q. second
- 15. P. takes P.
- 17. Q. to B. second
- 18. Q. R. to K. square
- 19. K. takes R.
- 20. Q. Kt. to K. B. third
- 21. K. to Q. second
- 22. K. R. to K. square
- 23. K. takes R.
- 24. Q. to K. second
- 25. Q. Kt. to K. fifth (check)
- 26. Q. Kt. takes P.
- 27. Q. takes K. R. P.
- 28. B. to K. second
- 29. K. to Q. square (a)
- 30. K. takes Kt.
- 31. K. to Kt. third
- 32. K. to B. fourth

Mates.

Note.

(a) He is equally mated on moving to K. B. square.



Game just played between MR. H. E. BIRD, one of the most promising among the many rising players of the day, and MR. LOWE of the Strand Divan.

White. (MR. BIRD.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. P. to Q. B. third
5. Castles
6. K. B. to Q. R. fourth
7. K. B. to Q. Kt. third
8. P. to Q. fourth
9. P. to Q. R. fourth (a)
10. Kt. to Q. R. third
11. Q. R. P. takes P.
12. Q. Kt. takes P.
13. P. takes P.
14. Q. to B. second
15. P. to K. fifth
16. P. takes Kt. (b)
17. P. takes K. Kt. P.
18. Q. to her B. sixth (check)
19. Q. to K. fourth (check)
20. Q. takes K. R. P.
21. R. to K. square
22. Q. to K. R. fifth (check)
23. R. takes B. (c)
24. Q. to K. Kt. fourth (check)
25. R. takes K. B. P. (check)
26. Kt. takes Q. P. (check)
27. Q. to Kt. sixth (check)
28. R. takes Q. P.
29. Q. to Kt. eighth (check)
30. R. takes Q. (check)
31. B. to B. fourth (check)

Black. (MR. LOWE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. to K. second
5. P. to Q. R. third
6. P. to Q. Kt. fourth
7. P. to Q. third
8. B. to Q. Kt. third
9. R. to Q. Kt. square
10. Q. B. to K. Kt. fifth
- 11.. Q. R. P. takes P.
12. K. P. takes P.
13. K. Kt. to K. B. third
14. Q. Kt. to Q. R. fourth
15. Kt takes B.
16. Kt. takes R.
17. K. R. to Kt. square
18. Q. to her second
19. B. to K. third
20. P. to K. B. third
21. K. to B. second
22. K. takes P.
23. K. R. to his square
24. K. to B. second
25. K. to his square
26. P. takes Kt.
27. K. to Q. square
28. R. to K. R. second
29. K. to Q. B. second
30. R. takes R.

And wins.

Notes.

(a) The attack is maintained with all the characteristic energy and correctness of the modern school.

(b) A player like Mr. Lowe, whose foresight rarely extends beyond

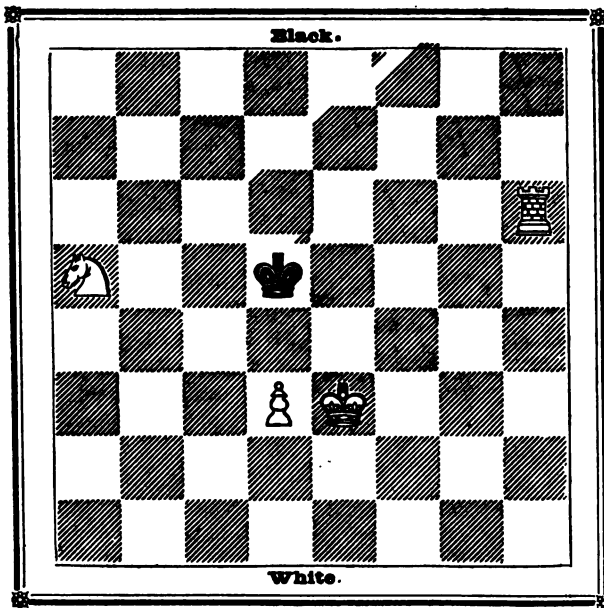
o moves, and who has no fixed plan of action, stands but a sorry
 ance against these vigorous young Amateurs. It is quite evident, even
 this early stage, that Black's game is hopeless.

(c) At first view, this looks like lost time, but it is the best play, for
 ppose White to make the obvious move of B. to K. R. sixth (check) his
 ponent might escape from his embarrassments, *e. g.*—

23. Q. B. to K. R. sixth (check)		23. K. to R. square
24. Q. B. moves (dis. check)		24. Q. to K. R. second, &c. &c.

PROBLEM, No. 32.

By HERR KLING.



White to play, and Mate in six moves.



Hardly contested game just played by Mr. HARRWITZ and Captain KENNEDY.

Black. (MR. HARRWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. P. to Q. third
7. B. to K. second
8. Castles
9. K. to R. square
10. B. to Q. second
11. Q. R. to Kt. square
12. K. Kt. to Kt. fifth
13. B. to K. B. third
14. P. to Q. Kt. fourth
15. P. takes Q. B. P.
16. K. R. to K. square
17. Kt. to Q. Kt. fifth
18. Q. takes Kt.
19. Kt. to Q. B. third
20. Q. to K. R. third
21. Kt. to Q. fifth
22. R. takes R.
23. Q. B. P. takes B.
24. B. takes P.
25. Q. to K. Kt. third
26. Kt. to K. sixth
27. Q. to K. B. second
28. Q. takes Kt.
29. Kt. takes Q. B. P.
30. Kt. to K. sixth
31. Q. to K. R. sixth
32. P. takes P.
33. Q. to K. third
34. P. to K. Kt. third
35. K. to Kt. square

White. (Capt. K.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to K. third
4. P. to Q. third
5. P. to K. Kt. third
6. K. B. to Kt. second
7. K. Kt. to R. third
8. P. to K. B. fourth
9. Castles
10. P. to Q. Kt. third
11. B. to Q. Kt. second
12. Q. to her second
13. Kt. to Q. fifth
14. Q. R. to Kt. square
15. Q. Kt. P. takes P.
16. K. to R. square
17. Kt. takes B.
18. P. to Q. R. third
19. P. to K. fourth
20. P. takes K. B. P.
21. B. takes Kt.
22. R. takes R.
23. B. to K. B. square
24. Kt. to K. Kt. fifth
25. Kt. to K. B. third
26. Kt. to K. R. fourth
27. Kt. takes B.
28. B. to Kt. second
29. Q. to K. second
30. B. to K. fourth
31. P. takes P.
32. Q. to K. B. third
33. Q. to K. R. fifth
34. Q. to K. B. third
35. R. to Q. Kt. fifth

Black. (MR. HARRWITZ.)

to Q. B. square
 to K. B. square
 to K. R. sixth
 to K. B. fourth
 to Q. B. square
 to K. B. second
 to Q. B. seventh
 to K. Kt. seventh (check)
 takes Q.
 takes P.
 to K. R. sixth (check)
 takes P.
 to Kt. second
 to B. third
 t. to K. B. fourth
 to Kt. fourth
 t. to Q. third
 to K. Kt. fifth (check)
 t. takes B.
 to K. B. fifth
 to B. seventh (check)
 to Q. R. seventh
 to Q. R. sixth (check)
 to K. R. fourth
 to Kt. fifth
 takes P.
 to B. fifth

White. (Capt. K.)

36. R. to Q. Kt. square
 37. Q. to K. second
 38. B. to K. Kt. second
 39. K. to Kt. square
 40. B. to K. fourth
 41. P. to K. R. fourth
 42. Q. to K. B. third
 43. K. to R. square
 44. B. takes Q.
 45. B. to K. fourth
 46. K. to Kt. square
 47. R. to Q. Kt. eighth (check)
 48. R. to Q. Kt. seventh (check)
 49. R. takes Q. R. P.
 50. R. to Q. Kt. seventh
 51. P. to Q. R. fourth
 52. P. to Q. R. fifth
 53. K. to R. second
 54. P. to Q. R. sixth
 55. P. takes Kt.
 56. K. to Kt. third
 57. P. to Q. R. seventh
 58. K. to B. second
 59. R. to K. B. seventh
 60. R. to K. B. sixth
 61. R. takes P. (check)

And White resigns.

Queen's
 Gambit
 Declined.

Game in the Match now pending between Mr. G
 MEDLEY and Mr. BIRD.

Black. (MR. G. MEDLEY.)

to Q. fourth
 to Q. B. fourth
 Kt. to B. third
 to K. third
 to Q. R. third

White. (MR. BIRD.)

1. P. to Q. fourth
 2. P. to K. third
 3. K. Kt. to B. third
 4. P. to Q. B. third
 5. K. B. to Q. third

Black. (Mr. G. MADLEY)

6. P. to Q. Kt. third
7. B. to Q. Kt. second
8. K. Kt. to B. third
9. K. B. to Q. third
10. P. takes Q. B. P.
11. P. takes P.
12. Q. takes B.
13. Kt. takes P.
14. Q. takes Kt.
15. Q. R. to Q. square (b)
16. Q. to K. fifth
17. K. takes Q.
18. Q. to K. fourth
19. Q. to Q. Kt. seventh
20. Q. takes Kt.
21. Q. to Q. R. fourth (f)
22. K. to K. second
23. Kt. to Q. second
24. R. to Q. square
25. Q. takes Q. R. P.
26. Q. to Q. B. seventh
27. Q. to Q. Kt. sixth
28. Q. to Q. Kt. third
29. P. to Q. R. fourth
30. Q. to Kt. eighth (check)
31. Q. to Q. Kt. fourth
32. Q. to Q. Kt. seventh
33. K. to K. B. third
34. Kt. to K. fourth (i)
35. Kt. takes B.
36. Kt. to Q. Kt. square
37. Q. to Q. Kt. third
38. P. to Q. R. fifth
39. P. to Q. R. sixth
40. Q. takes Q. Kt. P.
41. Q. to K. B. sixth
42. Kt. to Q. B. third
43. Q. to K. Kt. fifth
44. Q. to K. seventh
45. Q. to Q. eighth (check)
46. Kt. to Q. fifth
47. P. to K. Kt. fourth
48. P. to K. Kt. fifth

White. (Mr. BIRD.)

6. Castles
7. P. to Q. Kt. third
8. B. to Q. R. third
9. P. to Q. B. fourth (a)
10. Q. Kt. P. takes P.
11. B. takes B.
12. P. takes P.
13. Kt. takes Kt.
14. Kt. to Q. R. third
15. B. to K. second (c)
16. Q. takes R. (check) (d)
17. B. to K. B. third
18. B. takes B.
19. P. to Q. B. fifth (e)
20. P. takes P.
21. K. R. to Q. B. square
22. R. to B. seventh (check)
23. B. to Q. B. sixth
24. Q. R. to Q. Kt. square
25. Q. R. to Q. square
26. B. to K. B. third (g)
27. P. to Q. Kt. seventh
28. Q. R. to Q. B. square
29. Q. R. to B. sixth
30. Q. R. to B. square
31. B. to Q. B. sixth
32. Q. R. to Q. square
33. K. R. to Q. B. eighth (h)
34. K. R. takes R.
35. K. R. to Q. seventh
36. K. R. to Q. B. seventh
37. Q. R. to Q. B. square
38. P. to K. Kt. third
39. K. R. to Q. B. second
40. Q. R. to Q. R. square
41. K. R. to Q. R. second
42. K. R. takes P.
43. K. R. to Q. R. fourth
44. Q. R. to R. second
45. K. to Kt. second
46. Q. R. to R. third
47. K. R. to Q. B. fourth
48. Q. R. to K. third

<i>Black.</i> (Mr. G. MEDLEY.)	<i>White.</i> (Mr. BIRD.)
49. P. to K. R. fourth	49. K. R. to Q. B. third
50. Kt. to K. B. sixth	50. R. takes Kt. check
51. P. takes R. (check)	51. R. takes P. (check)
52. K. to Kt. third	

And after a few moves White resigned.

Notes.

- (a) White never recovers the ill consequences of this false step.
- (b) Castling on the K. side would plainly have lost the Queen.
- (c) He should rather have gone with this B. to Q. B. second.
- (d) Having, apparently, no better move.
- (e) This is, at least, ingenious.
- (f) Kt. to K. fourth seems a better move; the present subjects Black to a long and fierce attack.
- (g) His best move. Taking the Kt. it is pretty evident would not have answered; for suppose,

27. R. takes R.	26. R. takes Kt. (check)
28. K. to B. third	27. R. takes R. (check)
29. Q. to Kt. eighth (check)	28. B. to K. B. third
	29. R. to Q. square
	Q. takes Q. Kt. P. and wins.

(h) Not so good as taking off the Kt. with his Bishop, as Black's rejoinder clearly shews.

(i) A very pretty *coup*. Quite unexpected, evidently, by White, and one which renders Black's labours afterwards comparatively easy.

MATCH BETWEEN MR. PERIGAL AND MR. MEDLEY.

The previous battle, in which Mr. P. attempted the arduous task of giving his opponent the odds of the Pawn and move, having terminated decisively in favour of Mr. Medley; Mr. Perigal, in this, proposes to give the Pawn only, and in return, to have the first move himself.



GAME THE FIRST.

(Remove Black's K. B. Pawn from the board.)

<i>Black.</i> (Mr. G. P.)	<i>White.</i> (Mr. G. M.)
1. P. to Q. fourth (a)	1. P. to Q. fourth
2. Q. B. to K. B. fourth	2. P. to K. third
3. P. to K. third	3. K. B. to Q. third
4. B. takes B.	4. Q. takes B.
5. P. to Q. B. third	5. Kt. to K. R. third

Black. (Mr. G. P.)

6. B. to Q. third
7. Kt. to Q. second
8. P. takes P.
9. Q. to K. second
10. Q. Kt. to K. B. square
11. K. Kt. to K. B. third
12. Castles
13. Q. R. to K. square
14. Q. Kt. to K. Kt. third
15. K. R. to K. B. square
16. K. to Kt. square
17. Q. to Q. B. second
18. Q. takes Kt.
19. Kt. takes Kt.
20. P. to K. R. third
21. R. to K. B. third
22. K. to Q. B. second
23. Q. to Q. second
24. Kt. to K. B. fifth
25. Kt. to Q. fourth
26. Kt. takes B.
27. K. to Q. B. square
28. Q. to K. B. second
29. R. takes K. B. P.
30. R. to K. B. square
31. R. takes K. Kt. P. (check)
32. R. takes K. R. P. (check)
33. Q. to K. B. seventh (check)
34. Q. to K. B. sixth (check)
35. Q. to K. B. seventh (check)

White. (Mr. G. M.)

6. Castles
7. P. to K. fourth (*b*)
8. Q. takes P.
9. R. to K. square
10. Kt. to K. Kt. fifth
11. Q. to K. second
12. Kt. to Q. B. third (*c*)
13. K. Kt. to K. fourth
14. B. to K. Kt. fifth
15. Q. to Q. B. fourth (*d*)
16. P. to Q. R. fourth
17. Kt. takes B.
18. Kt. to K. fourth
19. R. takes Kt.
20. B. to Q. second
21. Q. R. to K. square
22. B. to Q. Kt. fourth
23. P. to Q. R. fifth
24. Q. to Q. B. fifth
25. Q. takes Q. R. P.
26. Q. to Q. Kt. sixth (check)
27. Q. takes Kt.
28. Q. to Q. B. fourth (*e*)
29. P. to Q. fifth (*f*)
30. P. takes Q. B. P. (*g*)
31. K. to R. square
32. K. takes R.
33. K. to R. square
34. K. to R. second
35. K. to R. square

Drawn Game.

Notes.

(*a*) The amateur will find this description of odds exemplified in the recently published treatise, called "The Chess Player's Companion," pp. 490-494.

(*b*) The correct play. White has now acquired a hold which, properly followed up, no subsequent skill of his adversary could ever have shaken off.

(*c*) Taking the K. P. would have been imprudent; for example—

13. Q. R. to K. square
14. B. takes Kt.
15. R. takes Q.
16. B. takes Q. B., &c., &c.

12. Kt. takes K. P.
13. Kt. to K. B. fourth.
14. Q. takes Q.
15. R. takes R.

(d) Threatening to take off the Bishop, and then play Q. Kt. to his fifth.

(e) Losing time.

(f) This and the preceding move appear to have been made under a misapprehension of Black's ultimate object, in accumulating his force upon the K. B.'s file. P. to Q. R. sixth appears to us much better play.

(g) After this, White cannot prevent his antagonist drawing the game.

CHESS BY CORRESPONDENCE.

BETWEEN LEIPSIK AND MAGDEBOURG.



The following are the opening moves of the contest recently began between the leading players of these cities.

White. (LEIPSIK.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to his fifth
5. P. takes P.
6. B. checks
7. Q. to K. second.
8. Castles
9. B. takes Q. B.
10. P. to Q. B. fourth

Black. (MAGDEBOURG.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. Kt. to B. third
4. P. to Q. fourth
5. Q. Kt. to Q. R. fourth
6. Q. B. to Q. second
7. K. B. to Q. third
8. Castles
9. Q. takes B.

And Magdebourg to play.





Brief Game, by Correspondence, between the
Cambridge and Wisbeach Clubs.

White. (CAMBRIDGE.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. Kt. takes Kt.
5. P. to Q. third
6. B. to Q. B. fourth
7. Q. to K. R. fifth (*a*)
8. Q. to K. second
9. B. to K. B. fourth
10. Kt. to Q. second
11. B. takes B.
12. P. to K. fifth (*b*)
13. Kt. to K. B. third
14. B. to Q. second
15. Kt. to K. Kt. fifth
16. Q. to K. Kt. fourth
17. Kt. takes K. R. P. (*e*)
18. Q. takes K. Kt. P.
19. Q. takes R. (check)
20. Castles on Queen's side
21. K. R. to K. square.

Black. (WISBEACH.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. Q. Kt. to Q. fifth
4. P. takes Kt.
5. P. to Q. B. third
6. P. to Q. third
7. P. to K. Kt. third
8. K. B. to K. Kt. second
9. Q. to K. second
10. Q. B. to K. third
11. P. takes B.
12. P. to Q. fourth (*c*)
13. Q. to Q. Kt. fifth (check) (*d*)
14. Q. to Q. Kt. third
15. K. to K. second
16. P. to Q. B. fourth
17. B. takes K. P.
18. R. takes Kt.
19. K. to Q. third
20. Kt. to K. second

And Black resigns.

Notes.

(*a*) To us this appears precipitate; we should have preferred the sounder play of Castling, and then throwing forward the K. B. Pawn, &c.

(*b*) At first sight this appears imprudent, as it isolates White's centre Pawn; but it serves to enable them to maintain a troublesome attack, and thus prevents their adversary from Castling advantageously.

(*c*) Taking the Pawn would not in any way have improved Black's position.

(*d*) This check was given apparently under the misconception that at the next move White's Q. Kt. P. could be safely captured.

(*e*) Well played. After this, Black's game is not to be redeemed.

GAME BY CORRESPONDENCE BETWEEN THE LONDON AND AMSTERDAM
CHESS-CLUBS.

At the solicitation of several correspondents, we give this month the
whole of the moves in this important contest.

White. (AMSTERDAM).

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. third
5. K. Kt. to K. R. third
6. P. to K. B. third
7. K. Kt. to B. second
8. P. to Q. R. third
9. K. B. to K. second
10. P. to Q. B. fifth
11. P. to K. B. fourth
12. P. to Q. Kt. fourth
13. Q. B. to Q. Kt. second
14. Q. to Q. B. second
15. P. takes P.
16. Q. R. to Q. B. square
17. K. B. takes Kt.
18. Q. Kt. to Q. square
19. B. to Q. B. third
20. Castles
21. K. R. to K. square
22. Q. Kt. to his second
23. Q. B. to Q. second
24. Q. R. P. takes P.
25. K. Kt. to Q. square
26. Q. B. takes B.
27. K. Kt. to K. B. second
28. Q. to her B. third
29. Q. R. takes Q.
30. Q. R. to Q. B. second
31. K. R. to Q. B. square
32. P. to K. R. third
33. P. to K. fourth

Black. (LONDON.)

1. P. to K. third
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to Q. third
5. K. B. to K. second
6. P. to Q. B. third
7. P. to Q. fourth
8. Castles
9. K. B. to Q. third
10. K. B. to Q. B. second
11. Q. Kt. to Q. second
12. K. to R. square
13. Q. R. to Q. Kt. square
14. P. to Q. Kt. third
15. Q. Kt. takes P.
16. Q. Kt. to Q. B. fifth
17. Q. P. takes B.
18. Q. B. to Q. R. third
19. Kt. to Q. fourth
20. Q. B. to Q. Kt. fourth
21. P. to Q. R. fourth
22. K. B. to Q. third
23. Q. R. P. takes P.
24. K. B. takes Q. Kt. P.
25. Q. to her R. fourth
26. Q. takes B.
27. Kt. to Q. Kt. third
28. Q. takes Q.
29. Q. R. to his square
30. Q. R. to R. seventh
31. K. R. to Q. R. square
32. K. R. to Q. R. sixth

London to play.

CHESS IN PARIS.



Giucoco Piano.

The following games are part of a contest between
MR. BUCKLE, the well-known English player,
and Mr. KIESERITZKY, the Livonian.

White. (Mr. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. takes P.
7. Q. B. to Q. second
8. B. takes B.
9. B. takes K. B. P. (check)
10. Q. to her Kt. third (check)
11. Kt. to K. fifth (check)
12. Q. takes Kt. (check)
13. Q. to her Kt. third
14. Castles
15. R. to K. square (b)
16. Q. Kt. to Q. B. third
17. Q. to Q. R. third (check)
18. Q. R. to Q. square
19. Q. Kt. takes Q. P.
20. Kt. takes B.
21. P. to K. R. third (e)
22. R. takes R.
23. Q. to K. seventh
24. R. to K. fourth
25. Kt. to K. third (f)
26. K. to R. second
27. Q. takes Q. B. P.
28. R. to K. seventh (h)
29. Kt. to Q. fifth
30. Q. to K. fifth
31. R. takes Q. Kt. P.
32. Q. to K. sixth (check) (i)
33. Kt. takes Kt.

Black. (Mr. K.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. takes P.
6. B. to Q. Kt. fifth (check)
7. K. Kt. takes K. P. (a)
8. Q. Kt. takes B.
9. K. takes B.
10. P. to Q. fourth
11. K. to his second
12. Q. to her third
13. K. R. to K. square
14. K. to K. B. square
15. Kt. to K. B. third
16. Q. to her Kt. third
17. K. to Kt. square
18. Q. B. to K. Kt. fifth (c)
19. Kt. takes Kt.
20. Q. takes Q. P. (d)
21. R. takes R. (check)
22. Kt. to K. B. fifth
23. Q. to Q. fourth
24. R. to K. B. square
25. Q. takes Q. Kt. P.
26. Q. takes Q. R. P.
27. Q. takes K. B. P. (g)
28. Kt. to K. R. fourth
29. P. to Q. R. third
30. Kt. to K. B. third
31. Q. to K. R. fifth
32. K. to R. square
33. Q. to K. B. fifth (check)

White. (Mr. B.)

- 34. K. to Kt. square
- 35. Q. to K. seventh
- 36. R. to Q. Kt. sixth
- 37. R. to Q. R. sixth
- 38. R. takes Q. R. P.
- 39. K. to R. second
- 40. K. to Kt. square
- 41. R. to Q. B. fifth (*h*)
- 42. K. to R. square
- 43. Q. to K. B. eighth

Black. (Mr. K.)

- 34. P. takes Kt.
- 35. Q. to K. R. third
- 36. P. to Q. R. fourth
- 37. R. to K. Kt. square
- 38. Q. to her B. eighth (check)
- 39. Q. to K. B. fifth (check)
- 40. R. to Q. B. square
- 41. Q. to her fifth (check)
- 42. R. takes R. (*l*)

And White mates.

Notes.

- (*a*) This is objectionable, as the next few moves show.
- (*b*) Threatening to win the Kt. at once.
- (*c*) B. to K. B. fourth would have been better.
- (*d*) Properly taken advantage of, this move, we believe, should have cost the game.
- (*e*) Instead of playing thus, it appears to us that White would have gained a conclusive superiority, both in force and position, by moving his Kt. to K. third.

(*f*) Needlessly throwing away a Pawn.

(*g*) Hazardous and unwise, because it leads the Queen out of range of her King's quarters.

(*h*) At the first view it appears that White could improve his game by checking with the Q. at her B. fourth. Upon looking into the position, this does not appear to be the case; for suppose,

- | | |
|---------------------------------|-------------------------|
| 28. Q. to her B. fourth (check) | 28. K. to R. square |
| 29. Q. to K. B. seventh | 22. Kt. to K. Kt. third |

And Black may preserve his advantage.

(*i*) Playing R. to Q. Kt. fourth beforehand seems to us preferable to this check.

(*k*) He appears to have no better move.

(*l*) An unaccountable blunder! He had simply to take the Rook with his Queen, to win with the greatest ease.



Between the same Opponents.

White. (Mr. K.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. Q. B. to K. third
7. Q. to her Kt. third
8. P. to Q. B. fifth
9. Q. to her R. fourth (a)
10. K. B. to Q. third
11. K. Kt. to B. third
12. P. takes Kt.
13. Castles on K.'s side (b)
14. Q. to her B. second
15. P. to Q. Kt. fourth
16. Q. to K. B. second
17. K. Kt. to K. R. fourth
18. Q. takes B.
19. Q. takes Q.
20. P. to Q. Kt. fifth
21. P. to Q. R. fourth
22. P. to Q. R. fifth (d)
23. K. R. to Q. Kt. square
24. P. to Q. R. sixth
25. P. takes Q. B. P. (e)
26. P. takes Q. Kt. P.
27. K. R. takes R.
28. Q. R. to Q. Kt. square
29. B. to Q. Kt. fifth (f)
30. R. takes B. (g)
31. Kt. takes Q. P. (h)
32. K. to B. second
33. Kt. takes Q. Kt. P.
34. Kt. to Q. fifth
35. K. to his second
36. R. to Q. Kt. eighth (check)

Black. (Mr. B.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. P. to Q. B. third
5. K. Kt. to B. third
6. Q. B. to K. third
7. Q. to her Kt. third
8. Q. to her B. second
9. K. B. to K. second
10. K. Kt. to Kt. fifth
11. Kt. takes Q. B.
12. Kt. to Q. second
13. P. to K. B. fourth
14. Castles on K.'s side
15. P. to K. R. third (c)
16. K. B. to K. B. third
17. B. takes K. Kt.
18. Q. to her square
19. Q. R. takes Q.
20. P. to K. Kt. third
21. Kt. to K. B. third
22. Q. R. to Q. Kt. square
23. B. to Q. second
24. P. to Q. Kt. third
25. B. takes P.
26. Q. R. takes P.
27. P. takes R.
28. Kt. to Q. second
29. B. takes B.
30. R. to Q. B. square
31. R. to B. eighth (check)
32. R. to Q. R. eighth
33. Kt. to K. B. third
34. Kt. to K. fifth (check)
35. R. takes P.
36. K. to B. second

<i>White.</i> (Mr. K.)	<i>Black.</i> (Mr. B.)
37. R. to Q. Kt. seventh (check)	37. K. to B. square
38. K. to Q. third	38. R. to Q. R. seventh
39. Kt. to K. B. fourth	39. P. to K. Kt. fourth (i)
40. Kt. to K. sixth (check)	40. K. to Kt. square
41. Kt. to Q. B. fifth	41. Kt. to Q. third (k)
42. R. to Kt. eighth (check)	42. K. to B. second
43. R. to K. R. eighth	43. R. to Q. R. sixth (check)
44. K. to his second	44. R. to R. seventh (check)
45. K. to B. third	45. P. to K. Kt. fifth (check)
46. K. to Kt. third	46. K. to Kt. second (l)
47. R. to Q. eighth	47. Kt. to Q. B. fifth
48. P. to K. fourth	48. P. takes P
49. Kt. takes P.	49. Kt. to K. sixth
50. K. to B. fourth	50. Kt. takes P. (check)
51. K. takes P.	51. Kt. to K. sixth (check)
52. K. to B. fourth	52. Kt. to Q. B. fifth
53. R. to Q. B. eighth	53. R. to Q. R. fifth
54. R. to B. seventh (check)	54. K. to B. square
55. Kt. to Q. B. fifth	55. R. to Kt. fifth
56. K. to K. B. fifth	56. Kt. to K. sixth (check)
57. K. to his fifth	57. Kt. to Q. B. seventh (m)
58. Kt. to K. sixth (check)	

And Black resigned.

Notes.

- (a) Preparatory to advancing his Q. Kt. P.
 (b) P. to K. fourth would also have been good play.
 (c) As the K. B. sufficiently prevented the advance of White's Kt. to his fifth, this move was lost time. He had better have guarded against the march of the enemy's P.'s on the Q. side.
 (d) White plays these P.'s with great correctness and determination.
 (e) Taking the Q. Kt. P. appears to us to be somewhat stronger.
 (f) Well played.
 (g) Much better to have taken with the Kt. In that case it would have been impossible, we believe, for Black to have avoided the sacrifice of a piece for the dangerous P. on his Q. R. file.
 (h) Again Mr. Kieseritzsky subjects himself to unnecessary trouble, by taking the Q. P. with the R.; he has a sure and comparatively easy victory at his command.
 (i) If R. to Q. seventh (check), the K. goes to Q. B. fourth, and if then the Kt. checks the K. and R., the K. returns to Q. B. third, &c.
 (k) Instead of this move we should have preferred first checking with the R. at Q. seventh; for example,
- | | |
|---------------------------|------------------------------|
| 42. K. to Q. B. fourth | 41. R. to Q. seventh (check) |
| 43. K. to B. third (best) | 42. Kt. to Q. third (check) |
| | 43. R. takes K. Kt. P. |
- and Black has little, if any inferiority.
 (l) K. to Kt. third would surely have been better play.
 (m) A fatal blunder.

CHESS TOURNAMENT AT PARIS,

BETWEEN THE CHESS AMATEURS FREQUENTING THE "CERCLE DES
ECHecs" AND THE "CAFE DE LA REGENCE." *

A highly interesting contest took place on the 15th of April, at the "Cercle des Echecs." After the preliminary arrangements had been made, eight frequenters of the Café de la Régence were selected to give battle to eight players of the Cercle. It was previously agreed that all the players on one side should conquer their adversaries, to enable them to carry off the prize. By this method, the losers could no longer enter the lists; but the winners should draw lots to fix the order in which they should compete with those who were to follow.

It was also agreed to draw lots to determine the players who should be opposed to each other; and it was so managed that four out of the eight first moves should belong to the members of the Cercle, and four to the frequenters of La Régence. In all the games, he who had the move played with the white men.

For the first encounter, chance classified the following players:—

Café.	Cercle.	Cercle.	Café.
1 Saborio,	Lemaitre.	2 Guibert,	Christoph.
3 Warnet,	Marguerite.	4 Laroche,	De Vaucoret.
5 Preti,	Devinck.	6 Crampel,	Garcin.
7 Des Guis,	Pujol.	8 Delannoy,	Seguin.

In the first game, M. Saborio, a young Spaniard of Central America, of an ardent and enterprising imagination, who, if he continue to improve, will perhaps occupy a post among the first-rate players, had the good fortune to win of M. Lemaitre. We say good fortune, for we know too well the valour of this formidable champion, who was conquered solely through a fatal error at the commencement of the game.

At the second table, that indefatigable player, M. Guibert, now one of the crack players of the Cercle, was not more fortunate against Dr. Christoph, a new and clever amateur, and one of the most amiable adversaries that can be found.

The conqueror at the third table was M. Warnet, who, with his game full of imagination and rashness, overwhelmed M. Marguerite—a player capable of contending successfully against the majority of his colleagues at the Cercle, accepting always a trifling advantage.

The fourth table was the scene of an obstinate struggle, in which Dr. Laroche, after two warm games, finished by winning of that worthy representative of the Philidorian School, M. de Vaucoret.

At the fifth table it was M. Preti who carried off the victory. Certainly, among the combatants, M. Preti cannot be reckoned the strongest; but it would be difficult to find an adversary who knew how to employ, in a steady and serious game, more energy and perseverance. It must, however, be said that a single game does not establish the superiority of one player over another; and when M. Devinck can withdraw his attention from the numerous consular affairs which at present occupy his time, it is probable he will take his revenge of his honourable and fortunate adversary.

* From "La Régence."

In the sixth game, the Cercle had the advantage, thanks to our friend M. Benoit Crampel, who won of M. Garcin. M. Garcin prefers those adversaries who can play twenty games in an hour; but this time, this zealous amateur was not able to resist, notwithstanding all his care, the deeply-meditated moves of an experienced adversary.

M. des Guis—"the fox," as he is called at the Régence—knew how, by his cunning stratagems, to strangle M. Pujol, one of the cocks of the Cercle.

At the eighth table was seated M. Seguin, who had obligingly yielded his right of playing with white men to his adversary, M. Delannoy. When M. Delannoy gives odds to beginners, by the impetuosity of his attacks he carries all before him; but to contend with a player of the strength and experience of M. Seguin, he would necessarily change his tactics. He resigned himself to the fight with a patience much opposed to his taste; and during the whole game he displayed a remarkable cleverness up to the time when M. Seguin, by a sudden and well-sustained attack, at length won the victory.

As Dr. Laroche was still engaged with his adversary, M. de Vaucoret, the only opponent left for M. Crampel (the sole disposable player of the Cercle) was Dr. Christoph, who opposed but a short resistance, and was immediately replaced by M. Seguin. At first the *partie* was evidently in favour of M. Crampel; but he failed to profit by his good position, and threw away a very fine game.

The lateness of the hour not permitting the match to be continued, it was adjourned until the following day.

On Monday, at one o'clock, Dr. Laroche and M. Des Guis entered the lists. We cannot sufficiently render homage to our brave Doctor, who, though suffering from a protracted illness, was not prevented playing three difficult games against so excellent a player as M. de Vaucoret, and displayed in them unusual skill and courage. He was also the conqueror of M. Des Guis, whose play we had not, it must be confessed, recognised in that game, played as it was timidly and without much effort of imagination. We were more satisfied with his successor M. Saborio, who, after a brilliant opening, of which he knew perfectly the first moves, won the exchange of his adversary. But the Doctor, too well accustomed to face bad fortune, was in no way discouraged. Pushing forward his Queen's Pawns, he succeeded in making a breach in M. Saborio's game. Ingenious still, even in his errors, the young champion wished to effect a masterpiece by venturing rashly with a Knight at the middle of his adversary's game; unfortunately he had not sufficiently considered the attack; and the loss of his Queen and the game were the result of his temerity.

For the third time, though still weak and unwell, Dr. Laroche entered the lists: his adversary, the Commandant Warnet, had the move, and after having played with a steadiness in every way worthy of La Bourdonnais, he mated at the 13th move by a check by discovery.

The stake of the match was divided among the winners in the following manner.

MM. Seguin and Warnet, who had each won two games, received each their two shares and their stake. MM. Saborio, Christoph, Preti, and De Guis, who had each won one game, received each one share and their stake. MM. De Vaucoret and Garcin received their stake only.

We hope that new matches on similar conditions, or with some modifications, will soon be in fashion with the members of the *Cercle*, and the

amateurs of the *Regence*. Nothing would tend more to cement the bonds of amity between them, and to create emulation, which alone can effect real and rapid progress.

As for ourselves we should have been flattered to figure in the ranks of either combatants; but our functions as umpire, and some considerations, which our subscribers will appreciate without mentioning them here, imposed on us the duty of remaining a simple spectator and narrator of the splendid contests of our brethren in arms.

KIESERITZKY.

SOLUTIONS TO PROBLEMS.

No. 21, p. 108.

- | WHITE. | BLACK. |
|------------------------------------|---------------------------|
| 1. Q. to K. fourth (check) | K. to B. third (best) |
| 2. Q. takes K. P. (check) | K. takes R. (A) |
| 3. Q. to Q. sixth (check) | K. takes Q. (best) |
| 4. Kt. takes Kt. (check) | K. takes Kt. (dis. check) |
| 5. Kt. to Q. B. fifth (dis. check) | K. takes Kt. |
| 6. P. to Q. fourth | |

Mate.

(A)

- | | |
|-----------------------------------|---------------------|
| Kt. takes Kt. (check) | If K. take Q. |
| Kt. to Q. B. seventh (double ch.) | K. takes Kt. (best) |
| P. mates | K. to Q. B. fourth |

No. 22, p. 127.

- | WHITE. | BLACK. |
|----------------------|-----------------|
| 1. P. becomes a B. | K. to Kt. third |
| 2. B. to K. R. third | K. to R. third |
| 3. B. to K. B. fifth | |

Dis. mate.

No. 23, p. 127.

- | WHITE. | BLACK. |
|----------------------------|-----------------------|
| 1. R. takes R. (check) | Q. P. takes R. (best) |
| 2. Q. takes R. (check) | K. takes Q. |
| 3. B. to Q. fifth (check) | K. to B. fourth |
| 4. Kt. to K. third (check) | P. takes Kt. |
| 5. P. to K. Kt. fourth | |

Mate.

No. 24, p. 128.

- | WHITE. | BLACK. |
|---------------------------|-----------------------------|
| 1. B. to Q. eighth | P. to Q. B. fourth (best) |
| 2. B. to Q. R. fifth | Kt. to Q. Kt. fourth (best) |
| 3. B. to Q. second | P. to K. B. fifth (A) |
| 4. B. to K. third (check) | P. takes B. |
| 5. P. takes P. | |

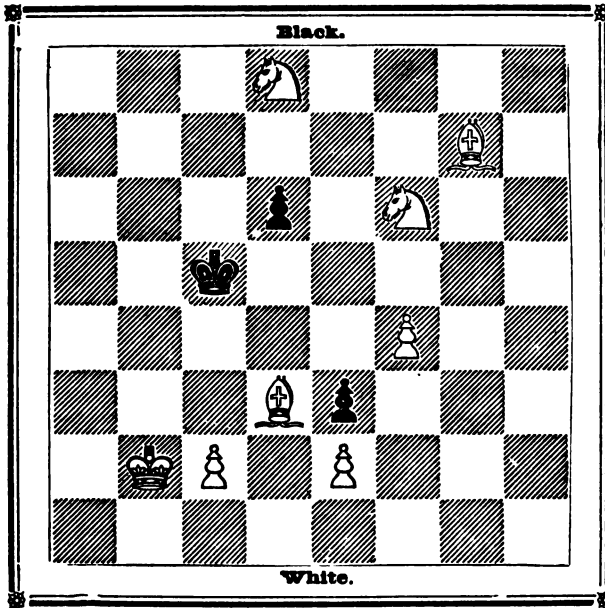
Mate.

(A)

If Black play R. to R. sixth or B. to R. third, the result will be the same.

PROBLEM, No. 33.
By G. S. J., of Oxford.

191

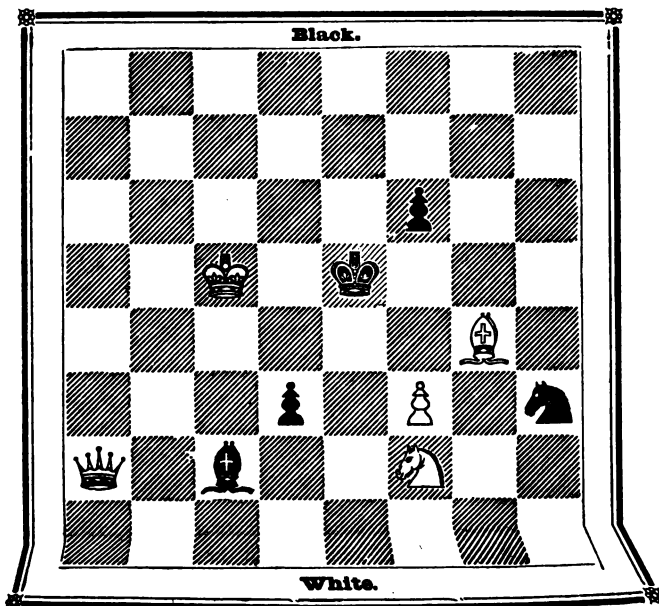


White playing first, Mates in five moves.

PROBLEM, No. 34.

By M. GROSDÉMANGE.

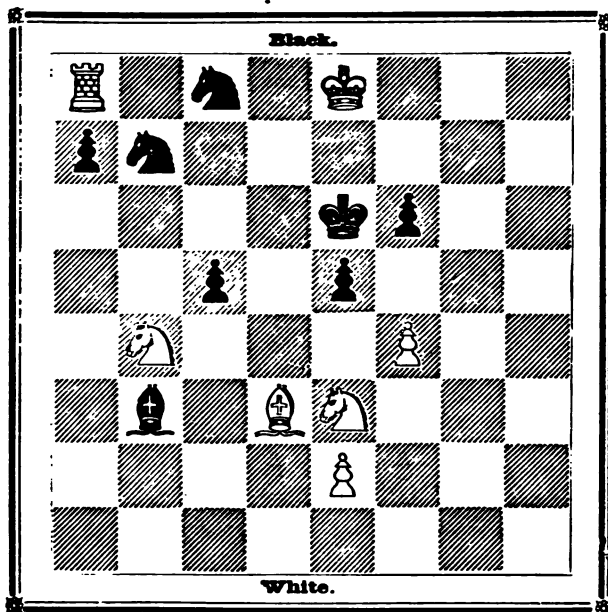
he three elegant stratagems which follow, we owe to the politeness of the authors and M. Kieseritzky, by whom they were kindly communicated.



White to play. and Mate in three moves.

PROBLEM, No. 35.

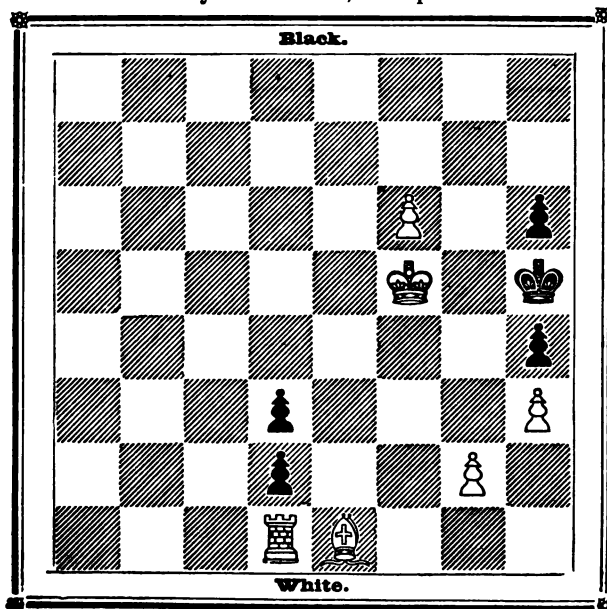
By M. PREUSS.



White playing first, Mates in six moves.

PROBLEM, No. 36.

By M. FRISCHEL, of Leipsic.



White to play, and Mate in three moves.

CHESS IN SCOTLAND.

The politeness of Mr. Harrwitz and his *Compagnon du voyage*, Mr. Burghes, enables us to present the major part of the games played by Mr. H. in his tour to the north, during the autumn of last year. These games, with some others in Mr. Harrwitz's possession, were intended to form a little volume, illustrated by anecdotal reminiscences of his hospitable reception by the Northern Clubs, the style of his competitors' play, and other circumstances connected with his very pleasant trip, but more important matters having intervened to prevent the fulfilment of this project, they have been kindly placed at our disposal, for publication in the *Chess Player's Chronicle*, to the readers of which we have no hesitation in predicting they will prove in the highest degree acceptable.



Mr HARRWITZ gives the Pawn and two moves to
Mr. STIRLING of Glasgow, August 16, 1848.*

(Remove White's K. B. P. from the board.)

Black. (Mr. STIRLING.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. P. to K. fifth
5. Q. B. to K. third
6. B. to K. second
7. P. to Q. B. third
8. Q. Kt. to Q. second
9. P. to K. R. third
10. Kt. takes B.
11. Castles
12. Kt. to R. second
13. P. to K. B. fourth
14. B. to R. fifth
15. Q. to K. Kt. fourth
16. B. takes K. Kt.
17. R. to K. B. third
18. Q. takes B.

White. (MR. HARRWITZ.)

- 1.
2. Q. Kt. to B. third
3. P. to Q. fourth
4. Q. B. to K. Kt. fifth
5. P. to K. third
6. K. Kt. to K. second
7. K. Kt. to Kt. third
8. B. to K. second.
9. B. takes Kt.
10. Castles
11. Q. to K. square
12. B. to K. R. fifth
13. B. to K. Kt. sixth (a)
14. Q. Kt. to K. second
15. Q. Kt. to K. B. fourth
16. P. takes B.
17. Kt. takes B.
18. Kt. to B. fourth

* For the blindfold games which were played on this occasion, see the *Chess Player's Chronicle*, pp. 322-367, Vol. ix.

Black. (Mr. STIRLING.)

19. Q. to K. B. second
20. P. to K. Kt. fourth
21. R. to K. Kt. third
22. P. to K. B. fifth
23. P. takes P.
24. Q. to K. second
25. Q. R. to K. B. square
26. Kt. takes R.
27. Kt. to K. third
28. P. takes P. (b)
29. Kt. to Q. B. second
30. Q. to Q. square
31. P. to K. sixth (c)

White. (Mr. HAREWITZ)

19. Q. to K. second
20. Kt. to K. R. fifth
21. P. to K. Kt. fourth
22. P. takes P.
23. R. takes P.
24. Q. R. to K. B. square
25. R. takes R. (check)
26. P. to Q. B. fourth
27. P. takes P.
28. Q. to Q. Kt. fifth
29. Q. takes Q. Kt. P.
30. R. to Q. B. square
31. R. takes Kt.

And Wins.

Notes.

(a) This and the preparatory move are well played.

(b) If he had taken the Q. Pawn with his Kt., the following move would probably have occurred :—

28. Kt. takes Q. P.
29. P. to Q. B. fourth
30. Q. to K. third
31. Kt. to Q. B. third
32. Q. to her third (beat)

28. Q. to her B. fourth
29. P. to Q. sixth (dis. check)
30. P. to Q. seventh
31. Q. takes Q. B. P.
32. Q. to K. B. fifth

And White must win.

(c) Directly fatal. Black, however, had the consolation of knowing that no play on his side, unless by a blunder of his adversary, could have saved the game.



Mr. HAREWITZ gives his Q. Kt. to Mr. HODGKINS, the Secretary to the Glasgow Chess Club. Played 22nd of August, 1848.

(Remove White's Q. Kt. from the board.)

White. (Mr. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. P. to Q. fourth
6. Castles

Black. (Mr. HODGKINS.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. B. to K. Kt. second
5. P. to Q. third
6. K. Kt. to R. third

White. (MR. HAREWITZ.)

7. P. to K. R. fourth
8. Kt. to Kt. fifth
9. P. to Q. B. third
10. Q. B. takes Gambit Pawn.
11. Q. B. takes P.
12. Q. to Q. second
13. B. checks
14. R. takes Q.
15. Q. R. to B. square (check)
16. P. to K. fifth
17. P. takes P.
18. Q. to Q. fifth (check)
19. Q. takes Kt.
20. R. takes Kt. (check)

Black. (MR. HODGE.)

7. P. to K. Kt. fifth
8. Q. Kt. to B. third
9. P. to K. B. third (a)
10. P. takes Kt.
11. Q. to Q. second
12. K. Kt. to Kt. square
13. Q. takes B. (b)
14. K. takes R.
15. Kt. interposes
16. P. takes P.
17. Kt. takes P.
18. B. interposes
19. Q. R. to Q. B. square

And Black resigns.

Notes.

- (a) A fatal error
 (b) He had no better move. If K. to B. square, the Queen was equally lost, and without anything like an equivalent.



In this and the next game, *played simultaneously*, at the Edinburgh Chess Club, August 21, 1848, Mr. HAREWITZ plays without seeing the chess-board—against Mr. GORDON and Dr. ROBERTSON in consultation.

White.
 (MR. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. Q. B. takes P.
11. Q. to K. second (check)

Black.
 (MR. GORDON and Dr. ROBERTSON.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. P. to Q. fourth (a)
9. K. Kt. to B. fourth
10. Kt. takes K. R. P. (b)
11. Q. to K. second

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Mr. GORDON and Dr. ROBERTSON.)
12. R. takes Kt.	12. Q. takes Q. (check)
13. K. takes Q.	13. B. to Q. third
14. B. takes B.	14. P. takes B.
15. Q. Kt. to B. third	15. Q. B. to K. B. fourth
16. Q. R. to K. square	16. K. to Q. second
17. K. to Q. second	17. P. to Q. R. third
18. P. to Q. R. fourth	18. B. to K. Kt. third
19. Kt. to K. B. second	19. P. to K. B. fourth
20. R. to K. sixth	20. R. to K. Kt. square
21. Kt. to Q. third	21. B. to K. B. second
22. Kt. to K. B. fourth	22. B. takes R.
23. P. takes B. (check)	23. K. to Q. B. third
24. R. takes R. P.	24. K. to Q. Kt. third
25. Q. Kt. to Q. fifth (check)	25. K. to Q. R. second
26. Kt. to Q. B. seventh	26. Kt. to Q. B. third
27. Kt. takes R.	27. K. takes Kt.
28. P. to Q. B. third	28. Kt. to K. second
29. R. to R. seventh	29. R. to K. square
30. R. takes Kt.	30. R. takes R.
31. Kt. to Q. fifth (c)	

And Black resigns.

Notes.

- (a) The usual move now is, 8. P. to K. B. sixth.
 (b) This obviously loses a clear Piece, and is an oversight quite unexpected from players usually so able and cautious as these gentlemen.
 (c) Winning the Rook for the advanced Pawn, do as Black will.



Evans Gambit.

Played at the same time with the preceding, Mr. HARRWITZ, without seeing the board, against Messrs. PATTERSON and MEIKLE, consulting together.

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Messrs. PATTERSON and MEIKLE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth.
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to R. fourth

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Messrs. PATTERSON and MEIKLE.)
stiles	6. P. to Q. third
to Q. fourth	7. P. takes P.
takes P.	8. B. to Q. Kt. third
B. to Kt. second	9. K. Kt. to B. third
to Q. fifth	10. Q. Kt. to K. second
takes K. Kt.	11. P. takes B.
Kt. to Q. fourth	12. B. takes Kt.
takes B.	13. Kt. to Kt. third
to K. B. fourth	14. K. R. to K. Kt. square
to R. square	15. P. to K. R. fourth (a)
Kt. to B. third	16. P. to K. R. fifth
to K. R. third	17. P. to Q. R. third
to Q. R. fourth	18. Q. B. to Q. second
R. to Kt. square	19. Q. to Q. B. square
to R. second (b)	20. K. to K. second
R. to Q. square	21. Q. to K. B. square
to K. fifth	22. Double P. takes P.
takes P.	23. Kt. takes P.
takes R. P. (check)	24. K. to K. square
t. to K. fourth	25. Kt. to Kt. fifth (check) (c)
takes Kt.	26. R. to R. square
t. to B. sixth (check)	27. K. to Q. square
t. to K. R. fifth (dis. check)	28. K. to B. square
to K. second	29. Q. to K. square
to K. B. sixth	30. R. takes Kt. (check)
takes R.	31. Q. takes B.
to R. eighth (check)	32. Q. to K. square (d)
takes Q. (check)	33. B. takes Q.
to K. R. sixth	34. B. takes Q. R. P.
to R. seventh.	35. K. to Q. second
takes P. (check)	36. K. to K. square
Queens (check)	37. K. takes R.
to K. B. square (check)	

And Black resigns.

Notes.

This is *apropos* to nothing. The great object to achieve, in the defence, is the bringing out the Q.'s pieces as soon as possible. As this is accomplished speedily, the attack, generally, proves irrele.

Quite alive to the purpose of Black's last move.

Ingénious, though unavailing. From this point White has an victory before him.

If B. to K. square, White could have answered with Q. R. to K. e, &c.

CHESS IN LIVERPOOL.

The next six games were played by Mr. HAREWITZ, at Liverpool, in returning from his northern journey. The first three against the President of the Liverpool Chess Club, Mr. MONGREDIEN, and the remainder with Mr. G. S. SPECKLEY, the able and indefatigable Secretary.



GAME THE FIRST. September 5th, 1848.

White. (Mr. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. P. to Q. fourth
6. Q. Kt. to B. third
7. B. to Q. Kt. third
8. K. Kt. to B. third
9. P. to K. fifth
10. Q. Kt. to K. fourth
11. Kt. to Q. sixth (check)
12. P. takes B.
13. Q. to K. square (check)
14. Q. to K. seventh (check)
15. Kt. takes K. Kt. P.
16. Q. B. takes P.
17. B. to K. fifth (check)
18. Q. takes Kt. (check)
19. Kt. to K. fourth
20. K. to Kt. square
21. P. takes Q.
22. Kt. to B. sixth
23. B. to Q. fifth
24. Kt. takes Q. P.
25. R. to K. square
26. R. to K. third
27. R. to Kt. third (check)
28. B. takes K. B. P.

Black. (Mr. M.)

1. P. to K. fourth
2. P. takes P.
3. Q. checks
4. P. to Q. B. third
5. P. to K. Kt. fourth
6. P. to Q. Kt. fourth
7. K. Kt. to B. third
8. Q. to R. fourth
9. Kt. to K. Kt. fifth
10. B. to K. second
11. B. takes Kt.
12. P. to Q. Kt. fifth
13. K. to B. square
14. K. to Kt. second
15. R. to K. B. square
16. P. to K. R. third
17. Kt. takes B.
18. K. to Kt. square (a)
19. B. to Q. R. third (check)
20. Q. takes Q.
21. K. to Kt. second
22. P. to Q. B. fourth
23. Q. Kt. to B. third
24. K. R. to Q. B. square
25. B. to Q. Kt. fourth
26. P. to Q. R. fourth
27. K. to R. square
28. Kt. to Q. fifth

White. (Mr. H.)

29. K. to B. second (*b*)
30. P. to Q. B. third
31. P. takes Kt.
32. K. to his third
33. K. takes P.
34. R. to K. Kt. sixth
35. R. takes P. (check)
36. R. takes B.
37. K. to Q. fifth
38. R. to K. square
39. P. to K. sixth
40. P. to Q. seventh
41. R. checks
42. K. to B. sixth
43. P. to Q. Kt. third
44. R. to B. second
45. K. to Q. Kt. sixth
46. P. Queens
47. K. to Kt. fifth
48. K. takes R.

Black. (Mr. M.)

29. B. takes Kt.
30. R. to K. B. square
31. R. takes B. (check)
32. P. takes P. (check)
33. B. to K. third
34. Q. R. to K. square
35. K. to Kt. second
36. R. takes R.
37. Q. R. to K. square
38. K. R. to Q. Kt. second
39. K. to B. third
40. Q. R. to Q. square
41. K. to Kt. third
42. K. R. to R. second
43. K. to Kt. fourth
44. K. to Kt. fifth
45. Q. R. to Q. R. square
46. K. R. to R. third (check)
47. R. takes Q.

And Black resigns.

Notes.

(*a*) P. to K. B. third would have proved immediately fatal, on account of Kt. to K. sixth (check), and the subsequent loss of the Queen.

(*b*) Leaving his Kt. to be captured! An extraordinary forgetfulness from so vigilant a player. Fortunately for him, however, the Pawns are so formidable as to be well worth an officer.



GAME THE SECOND.

Between the same players, Sept. 5th, 1848.

Black. (Mr. M.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. K. Kt. to B. third
5. Castles
6. P. to Q. B. third

White. (Mr. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. third
5. Q. Kt. to B. third
6. B. to Q. Kt. third

Black. (Mr. M.)

7. P. to K. R. third
8. P. to Q. Kt. fourth
9. Q. B. to K. Kt. fifth
10. K. Kt. to R. fourth
11. Q. Kt. to Q. second
12. B. takes Kt.
13. Kt. takes Kt. (check)
14. K. to R. second
15. P. to K. B. fourth
16. B. P. takes P.
17. Q. P. takes P.
18. Q. to K. second
19. Kt. takes B.
20. B. to Q. fifth
21. R. takes R.
22. P. to Q. B. fourth
23. B. to K. B. seventh
24. P. to K. sixth
25. R. to Q. square
26. Q. takes R.
27. Q. to her sixth
28. Q. to Q. Kt. eighth
29. Q. takes B.

White. (Mr. H.)

7. Castles
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third
10. K. to R. square
11. P. to K. R. third
12. Q. takes B.
13. Q. takes Kt. (a)
14. P. to K. B. fourth
15. B. P. takes P.
16. B. to K. B. fourth
17. B. takes P.
18. P. to Q. fourth
19. P takes Kt.
20. R. takes R.
21. P. to K. sixth
22. P. to Q. B. third
23. Q. to K. fifth
24. R. to Q. square
25. R. takes R.
26. P. to K. seventh
27. K. to R. second
28. B. to B. second (check) (b)
29. P. Queens.

And Black resigned.

Notes.

(a) These exchanges, it will be seen, have tended to bring the second player's pieces into more effective co-operation than his opponent's, and were therefore imprudent on Black's side.

(b) Ingenious and conclusive.

**GAME THE THIRD.**

Between the same opponents, Sept. 5th, 1848.

White. (Mr. H.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. B. third
4. P. to Q. fourth

Black. (Mr. M.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. third
4. P. takes P.

White. (Mr. H.)

5. P. takes P.
6. K. B. to Q. B. fourth
7. B. to Kt. fifth (check)
8. B. to Q. third
9. Castles
10. P. to Q. Kt. fourth
11. P. to K. R. third
12. Q. takes B.
13. Q. Kt. to B. third
14. P. to Q. fifth
15. Q. R. takes B.
16. B. takes P. (check)
17. Kt. takes P.
18. R. to Q. B. seventh
19. R. takes Kt.
20. R. to Q. B. seventh
21. K. R. to Q. B. square
22. Q. to K. B. fourth
23. Q. takes Kt. P.
24. Q. to K. R. fourth
25. Kt. to K. B. fourth
26. R. to Q. B. eighth
27. Q. takes Q.
28. Kt. to Q. fifth
29. R. takes R. (check)
30. P. to K. B. fourth
31. K. to B. second
32. R. to Q. B. second
33. P. to K. fifth
34. P. takes P.
35. R. to K. second
36. P. to K. sixth (check)
37. P. to K. seventh
38. K. to B. third
39. R. to K. fifth
40. Kt. to B. sixth (check) (a)

Black (Mr. M.)

5. Q. B. to K. Kt. fifth
6. Q. Kt. to R. fourth
7. P. to Q. B. third
8. P. to Q. Kt. fourth
9. K. B. to K. second
10. Kt. to Q. Kt. second
11. B. takes Kt.
12. K. B. to K. Kt. fourth
13. K. Kt. to R. third
14. B. takes B.
15. P. takes P.
16. K. to B. square
17. P. to Q. R. third
18. P. takes B.
19. Q. to her B. square
20. Q. to K. third
21. Q. R. to K. square
22. P. to K. Kt. fourth
23. R. to K. Kt. square
24. Q. to K. Kt. third
25. Q. to Kt. second
26. Q. to K. Kt. fourth
27. R. takes Q.
28. R. takes R.
29. K. to Kt. second
30. R. to Kt. sixth
31. R. to Q. R. sixth
32. P. to K. B. fourth
33. P. takes P.
34. K. to B. second
35. R. to Q. R. second
36. K. to K. square
37. Kt. to Kt. square
38. R. to Q. second
39. Kt. takes P.

And Black resigns.

Note.

(a) These games of the respected President afford but little scope for comment, and must be admitted to be immeasurably below the standard of that gentleman's best play



GAME THE FOURTH.

Played between Messrs. HARRWITZ and
SPRECKLEY.*

White. (Mr. SPRECKLEY.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to K. B. fourth
4. B. takes P.
5. P. takes K.
6. K. Kt. to B. third
7. Castles
8. Q. Kt. to B. third
9. P. to Q. fourth
10. Q. Kt. to K. second
11. P. to Q. B. fourth
12. P. to Q. R. third
13. P. to Q. Kt. third
14. B. to Q. Kt. second
15. Q. to Q. third
16. Q. to her B. third
17. R. takes B.
18. Q. R. to K. square
19. P. to Q. Kt. fourth
20. P. to Q. B. fifth
21. Q. Kt. P. takes P.
22. R. to B. second
23. Q. to her second
24. P. to K. R. third
25. K. to B. square
26. Q. R. to Q. Kt. square
27. Kt. takes K. B. P.
28. R. takes Kt.
29. Q. takes R.

Black. (Mr. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes B.
5. P. takes P.
6. Q. takes P.
7. B. to Q. third
8. Q. to K. R. fourth
9. Castles
10. P. to K. Kt. fourth
11. P. to Q. Kt. third
12. P. to Q. R. fourth
13. Kt. to Q. second
14. B. to Q. Kt. second
15. P. to K. B. fourth
16. B. takes Kt.
17. Q. R. to K. square
18. R. to K. fifth
19. K. R. to K. square
20. P. takes P.
21. B. to K. B. square
22. B. to K. Kt. second
23. Kt. to K. B. third
24. Kt. to Q. fourth
25. P. to K. Kt. fifth
26. P. takes P.
27. Kt. takes Kt.
28. R. takes R. (check)
29. Queen checks at K.'s seventh

And mates next move.

* For the two previous games between the same antagonists, see vol. ix, pp. 271, 298.



K. Kt.'s
Opening.

GAME THE FIFTH.

Between the same players.

White. (Mr. H.)

to K. fourth
Kt. to B. third
to Q. B. third
B. to Q. Kt. fifth
takes K. P.
takes Kt.
takes B.
to Q. R. fourth
stiles
to K. square
to Q. fourth
to K. third
to Q. second
takes P.
takes B.
takes P.
takes Kt.
to K. second
to Q. B. second
R. to K. square
to Q. Kt. fourth
to Q. Kt. third
takes Q.
to Q. B. square
to B. square
to K. fifth
takes R.
to K. second
to Q. R. square
to R. sixth
to Q. third
to Q. B. fourth
to B. fifth
to Q. B. fourth
to Q. Kt. fifth
takes P.
to R. fourth

Black. (Mr. S.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. fourth
4. P. takes P.
5. B. to Q. second
6. B. takes B.
7. P. takes Kt.
8. Q. to her fourth
9. K. Kt. to B. third
10. B. to K. second
11. Castles on K.'s side
12. B. to Q. third
13. P. to Q. B. fourth (a)
14. B. takes P.
15. Q. takes B.
16. Kt. takes Kt.
17. Q. R. to Q. square
18. P. to K. R. third
19. R. to Q. third
20. Q. to her fourth
21. P. to K. B. fourth
22. Q. takes Q.
23. R. to Q. sixth
24. K. R. to Q. square
25. K. to B. second
26. Q. R. to Q. fourth
27. R. takes R.
28. P. to Q. B. third
29. R. to Q. second
30. R. to B. second
31. K. to his second
32. K. to Q. second (b)
33. P. to K. Kt. third
34. P. to K. Kt. fourth
35. P. takes P. (dis. check)
36. R. to Kt. second (check)

And after a few more moves Black surrendered.

[Notes.]

Notes.

(a) We do not at all perceive the gist of this move ; it not only withdraws the Black Bishop from an attacking point, but offers to involve the loss of a valuable Pawn.

(b) If to Q. third, White could advance the doubled Pawn.



GAME THE SIXTH.

Between the same Players.

Black. (Mr. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. to B. square
5. Q. Kt. to B. third
6. K. Kt. to K. B. third
7. P. to K. R. fourth
8. P. to Q. fourth
9. P. to K. fifth
10. P. takes P.
11. K. to Kt. square
12. P. takes K. Kt. P.
13. R. takes R.
14. Q. to K. second
15. B. takes B.
16. Q. to her Kt. fifth (check) (b)
17. Q. takes Q. Kt. P.
18. Kt. to K. square
19. K. to B. square
20. Kt. to K. fourth (check)
21. Kt. to Q. third (check)
22. Q. takes R.
23. Q. takes Q. Kt.
24. Q. to Kt. seventh (check)
25. B. to Q. second
26. Q. to K. R. seventh (check)
27. R. to K. square (check)
28. Kt. to B. second (check)

White. (Mr. S.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. Kt. to K. second (a)
6. Q. to K. R. fourth
7. P. to K. R. third
8. B. to K. Kt. second
9. P. to Q. third
10. P. takes P.
11. Q. to Kt. third
12. P. takes P.
13. B. takes R.
14. B. to K. third
15. P. takes B.
16. K. to B. second
17. P. to K. Kt. fifth
18. B. takes P. (check)
19. K. to B. third (c)
20. K. to K. fourth
21. K. to B. fourth
22. P. to K. fourth
23. K. takes Kt.
24. Kt. to Q. fourth
25. Q. to K. third (d)
26. Q. to B. fourth
27. B. to K. sixth

And White resigns.

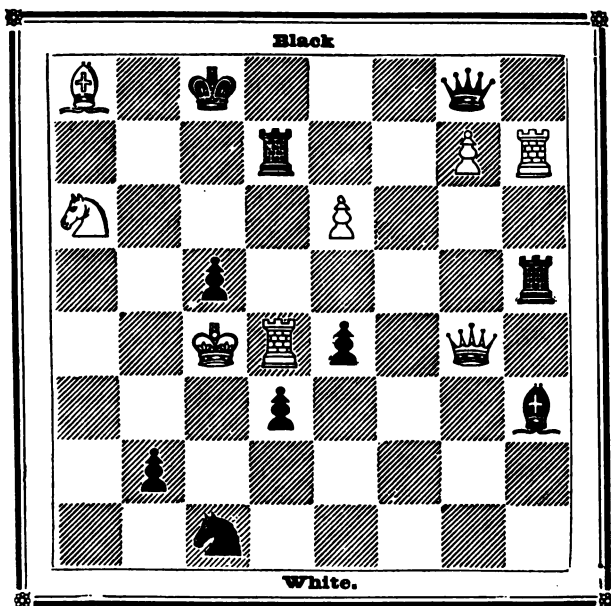
[Notes.

Notes.

- (a) Hardly so good as the ordinary move of K. B. to Kt. second.
- (b) Q. Kt. to K. fourth, would have been equally advantageous.
- (c) Cui bono ?
- (d) Hoping to save his Kt. when the dreaded Rook checked.

PROBLEM, No. 37.

By G. S. J., of Oxford.



White playing first, Mates in four moves.

BLINDFOLD GAMES.



The two next games were played by Mr. HARRWITZ simultaneously without seeing the board. The first against Messrs. WOODWARD and INMAN, and the latter against Messrs. SCHOLFIELD and BROWN, in consultation.

White.
(Mr. HARRWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. P. to Q. third
7. K. B. to K. second
8. Castles
9. P. to K. Kt. third
10. Q. B. to K. third
11. P. takes K. P.
12. Kt. to Q. fifth
13. K. to Kt. second
14. P. to K. R. fourth
15. P. to K. R. fifth
16. P. takes P.
17. Q. B. P. takes Kt.
18. B. takes Kt.
19. Q. B. to K. B. second
20. K. R. to K. Kt. square
21. Q. R. to Kt. square
22. P. to Q. R. fourth
23. K. to B. square
24. P. to Q. Kt. third
25. Q. to Q. second
26. K. takes B.
27. K. to K. second
28. P. to K. R. sixth
29. K. R. to Kt. fifth
30. Q. R. to K. Kt. square
31. Q. to Q. B. third
32. R. takes R.
33. Q. takes Q.

Black.
(Messrs. WOODWARD and INMAN.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. K. Kt. to K. second
5. Kt. to Kt. third
6. K. B. to K. second
7. Castles
8. P. to Q. third
9. P. to K. B. fourth
10. P. to K. fourth
11. Q. P. takes K. P.
12. Q. Kt. to Q. fifth
13. K. B. to Q. third
14. P. to K. B. fifth
15. K. Kt. to K. second
16. Kt. takes Q. Kt.
17. Kt. takes Kt.
18. P. takes P. (a)
19. P. to Q. Kt. third
20. B. to K. fourth
21. P. to Q. R. fourth
22. Q. to K. B. third
23. Q. B. to R. third
24. K. B. to Q. fifth
25. B. takes B.
26. Q. to Q. fifth (check)
27. Q. R. to K. square
28. P. to K. Kt. third
29. K. R. to B. fourth (b)
30. Q. takes P. at Q.'s fifth
31. K. R. to K. fourth
32. Q. takes R.
33. R. takes Q.

White.
(Mr. HAREWITZ.)

1. to Q. second
2. to B. third
3. to Q. fourth
K. takes P.
K. to Q. fifth
K. to Q. sixth
3. to Kt. fourth
3. to Q. seventh
K. to Q. Kt. square
K. to Q. B. seventh
K. takes P.
K. to K. B. square
K. takes P.
3. to Q. Kt. fifth
K. to Q. square
3. to his square
K. to R. sixth
P. to Q. R. fifth
K. takes B. (check)
K. to R. seventh
P. to R. sixth
3. to R. third
3. takes Q.

Black.
(Messrs. WOODWARD and INMAN.)

34. K. to B. second
35. K. to B. third
36. P. takes P.
37. R. to K. second
38. B. to Kt. second (check)
39. B. takes K. P.
40. B. to Q. B. seventh
41. B. takes P.
42. R. to K. sixth
43. P. to K. B. sixth
44. P. to K. B. seventh
45. R. to K. seventh
46. B. to Q. fourth
47. R. to Q. Kt. seventh
48. K. to K. fourth
49. P. to K. Kt. fourth
50. P. to K. Kt. fifth
51. P. to Kt. sixth
52. K. takes R.
53. K. to Q. fifth
54. R. to Kt. eighth
55. P. Queens
56. R. takes B.

And White resigns.

Notes.

) The opening of this game is played with much care and judgment by the Liverpool Allies.

) In the exposed situation of the adverse King, they might even have taken the K. P. with their Rook (check), and have got a winning attack.



Played at the same time with the preceding game.

White.

(Mr. HARRWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. P. to K. R. fourth
5. Q. Kt. to B. third
6. P. to Q. fourth
7. P. takes P.
8. R. takes R.
9. Q. to K. R. fifth
10. K. Kt. to B. third
11. K. Kt. takes P.
12. P. to K. fifth
13. Q. Kt. to K. fourth
14. B. takes K. B. P. (check)
15. Kt. takes Q.
16. Q. takes Kt.
17. Q. to her sixth (check)
18. Q. to her eighth (check)

Black.

(Messrs. SCHOLFIELD AND BROWN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to Q. third
5. K. B. to Kt. second
6. P. to K. R. third
7. P. takes P.
8. B. takes R.
9. Q. to K. B. third
10. P. to Q. B. third
11. K. Kt. to B. third
12. P. takes P.
13. Q. to K. Kt. third
14. Q. takes B.
15. K. to Q. second
16. K. to Q. B. second
17. K. to Kt. third
18. K. to R. third

And White mated in three moves. (a)

Notes.

(a) The defence in this little affair was evidently conducted by very inexperienced hands, and we should not have recorded the game, but from its being the companion to the skilful *partie* which precedes it.

CHESS IN THE METROPOLIS.



The following well-contested game has been forwarded to us as played in June last year, but our correspondent while recording the moves, unfortunately forgot the competitors. If either of them should recognise the game, he will probably give his own and his opponent's name.

White.

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. P. to K. R. third
7. B. to Kt. third
8. P. takes P.
9. B. to R. fourth
10. P. to Q. Kt. fourth
11. P. to Q. R. third
12. P. to Q. B. fourth
13. Q. R. to R. second
14. Q. Kt. to Q. second
15. Q. R. to Q. B. second
16. B. takes Q. Kt.
17. Q. Kt. to Q. Kt. third
18. R. to K. second (a)
19. K. Kt. to Kt. fifth
20. P. takes P. (b)
21. K. takes Q.
22. K. to Q. B. second
23. K. R. to Q. square
24. R. takes R. (check)
25. P. to K. fifth
26. K. Kt. to B. third
27. K. to Q. B. third
28. K. Kt. to Q. fourth
29. P. to Q. B. fifth (c)
30. Q. Kt. to Q. R. fifth
31. P. to K. B. third
32. K. to Q. B. fourth
33. P. to K. Kt. fourth (e)
34. B. to Q. second (f)
35. B. to K. square

VOL. X.

Black.

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. to Q. third
6. Q. B. to K. third
7. P. to Q. fourth
8. Kt. takes P.
9. P. to K. B. third
10. B. to Q. Kt. third
11. K. Kt. to K. second
12. B. to Q. fifth
13. Castles
14. P. to K. B. fourth
15. K. Kt. to Kt. third
16. P. takes B.
17. B. to Q. Kt. third
18. P. to K. fifth
19. Q. B. to B. square
20. Q. takes Q. (check)
21. K. R. checks
22. K. B. to Q. fifth
23. K. B. to K. B. third
24. B. takes R.
25. P. to K. B. fifth
26. Q. B. checks
27. K. B. to K. second
28. B. to Q. second
29. R. to K. B. square
30. K. B. to K. Kt. fourth (d)
31. Kt. to K. second
32. P. to Q. R. third
33. P. to K. R. third
34. B. to K. R. fifth (g)
35. B. takes B.

E R

White.

36. R. takes B.
37. P. to K. sixth
38. R. to K. fifth
39. Q. Kt. to Kt. third
40. R. to K. square
41. P. to Q. R. fourth
42. P. to Q. Kt. fifth
43. P. takes P.
44. Kt. takes P.
45. K. takes B.
46. K. to B. fourth
47. Kt. to Q. fourth
48. R. to K. R. square
49. P. to R. fourth
50. P. takes P.
51. R. to Q. R. square
52. R. to R. sixth
53. R. to R. seventh
54. R. to K. B. seventh (check)
55. Kt. takes Q. B. P.
56. K. to Kt. fifth
57. Kt. to K. fifth (check)
58. P. to Q. B. sixth
59. P. to Q. B. seventh
60. R. takes Kt.
61. K. to B. sixth (i)
62. K. to Q. sixth
63. K. to K. seventh
64. K. to K. B. seventh

Black.

36. P. to K. Kt. fourth
37. B. to K. square
38. K. to Kt. second
39. K. to K. B. third
40. B. to K. Kt. third
41. R. to Q. Kt. square
42. R. P. takes P. (check)
43. P. takes P. (check)
44. B. to Q. sixth (check)
45. R. takes Kt.
46. R. to Q. Kt. square
47. P. to Q. B. third
48. K. to Kt. third
49. R. to K. square
50. P. takes P.
51. K. to B. third
52. R. to Q. B. square
53. Kt. to Q. fourth
54. K. to Kt. third
55. Kt. to K. sixth (check)
56. Kt. to Q. fourth
57. K. to R. third
58. R. to Q. R. square
59. Kt. takes P. (check)
60. R. to Q. R. fourth (check) (h)
61. R. to B. fourth (check)
62. R. to Q. fourth (check)
63. R. takes Kt.

And Black resigns.

Notes.

(a) Here White was guilty of a great omission. By playing the K. Kt. to his fifth, and then Q. to K. R. fifth, he must have obtained an overwhelming attack, or have been enabled to advance the P. to Q. B. fifth without fear of reprisals.

(b) P. to Q. B. fifth strikes us as much better play.

(c) He should rather, we think, have advanced his K. P. to K. sixth, enfilading both the Q. B. and Rook.

(d) Threatening to win the exchange.

(e) The remainder of this game is capitally sustained on both sides.

(f) Hoping to be enabled to plant it at K. square, and then drive on he K. R. P.

(g) Black perceives the object of his opponent's last move, and prudently forestalls it.

(h) All this is very cleverly conceived.

(i) Our young readers on looking into the position will soon discover why White declined the proffered boon.



The five following games are part of a match just finished between Mr. G. MEDLEY and Mr. BIRD.*

Black. (Mr. G. MEDLEY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. third
5. K. Kt. to B. third
6. P. to Q. R. third
7. P. to Q. Kt. third
8. Q. B. to Kt. second
9. K. P. takes P.
10. P. takes P.
11. B. to Q. third
12. Castles
13. P. to K. R. third
14. R. to Q. B. square
15. Q. Kt. to K. second
16. Kt. to Kt. third
17. Kt. to K. fifth
18. P. to K. B. fourth
19. P. to K. B. fifth
20. Kt. to K. R. fifth
21. Q. takes Kt.
22. R. to K. B. fourth (c)
23. P. to K. B. sixth
24. P. takes Kt.
25. Q. takes Q. P. (check)
26. R. takes R. (check)
27. Q. takes K. P.
28. P. to Q. fifth
29. Q. takes Q.
30. B. takes B.
31. R. to B. eighth (check)
32. R. to K. R. eighth
33. K. to R. second

White. (Mr. BIRD.)

1. P. to Q. fourth
2. P. to K. third
3. K. Kt. to B. third
4. P. to Q. B. fourth
5. P. to Q. Kt. third
6. Q. B. to Kt. second
7. B. to Q. third
8. P. takes Q. P.
9. Castles
10. P. takes P.
11. Q. Kt. to B. third.
12. B. to Q. B. square
13. B. to K. third
14. Q. Kt. to K. second
15. Kt. to Kt. third
16. Q. to Q. second (a)
17. Q. to Q. square
18. Kt. to K. second
19. B. to Q. second (b)
20. Kt. takes Kt.
21. P. to K. B. third
22. P. takes Kt.
23. P. to K. fifth
24. Q. takes P.
25. B. to K. third
26. R. takes R.
27. P. to K. Kt. third
28. B. to K. B. fourth.
29. B. takes Q.
30. R. takes B.
31. K. to B. second
32. B. to B. fourth (check)
33. B. to Q. third (check)

* The final score in this contest gave to Mr. Medley six, Mr. Bird three, and two drawn games.

Black. (Mr. G. MEDLEY.)

34. K. to Kt. square
35. R. takes P. (check)
36. B. to K. R. eighth
37. K. to K. B. square
38. R. to K. Kt. seventh
39. K. to Kt. square
40. R. takes R. P. (dis. check)
41. R. to Q. R. fourth
42. R. takes R.
43. B. to Q. fourth
44. P. to Q. R. fourth
45. P. takes P.
46. P. to Q. R. fifth
47. P. to Q. R. sixth

White. (Mr. BIRD.)

34. R. takes P.
35. K. to K. third
36. B. to K. Kt. sixth.
37. R. to Q. seventh
38. R. to K. B. seventh (check)
39. K. to K. B. third
40. K. to Kt. fourth
41. R. to K. B. fifth
42. B. takes R.
43. P. to Q. Kt. fourth
44. P. takes P.
45. K. to K. B. fourth
46. K. to K. fifth

And White resigned.

Notes.

(a) This appears to give Black too much time. He should rather have played Q. Kt. to K. B. fifth.

(b) Through his injudicious move of Q. to her second, his subsequent play has been nothing but a succession of retreating moves.

(c) Enterprising, but we doubt its soundness against the best defence.



Between the same Players.

Black. (Mr. G. MEDLEY.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. P. to Q. Kt. third
6. B. to Q. Kt. second
7. B. to K. second
8. Castles
9. P. to Q. fourth
10. P. to Q. fifth
11. P. to K. fourth
12. P. takes K. P.

White. (Mr. BIRD.)

1. P. to K. third
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. B. to K. second
6. Castles
7. Kt. to K. square
8. P. to K. B. fourth
9. P. to K. B. fifth
10. Kt. to Q. Kt. square
11. P. to Q. third
12. B. takes P.

Black. (Mr. G. MEDLEY.)

1. P. to Q. fifth
 2. P. takes B. (a)
 3. P. to Q. third
 4. P. to Q. Kt. square
 5. P. takes B.
 6. Kt. to Kt. fifth
 7. Kt. to K. sixth
 8. Kt. takes K. B. P.
 9. P. to Q. second
 10. Kt. to K. sixth
 11. P. to K. B. fourth
 12. P. takes Kt.
 13. Kt. to Kt. fifth
 14. P. takes Q.
 15. Kt. takes R.
 16. Kt. takes P.
 17. Kt. takes P.
 18. P. to K. second
 19. P. takes Kt.
 20. P. to Q. sixth
 21. P. to K. eighth (check)
 22. P. to K. seventh (check) (c)
 23. P. takes R.
 24. K. to B. second
 25. K. to K. third
 26. K. to Q. third
 27. P. to K. Kt. third
 28. P. to Q. R. third
 29. P. to K. R. third
 30. P. to Q. R. fourth

White. (Mr. BIRD.)

13. B. takes Kt.
 14. Q. Kt. to Q. second
 15. B. to K. B. third
 16. B. takes B.
 17. K. Kt. to B. third (b)
 18. Q. to Q. R. fourth
 19. R. to K. B. second
 20. Q. Kt. to K. fourth
 21. Q. to Q. B. second
 22. Q. to K. second
 23. Kt. takes B.
 24. Kt. to Kt. fifth
 25. Q. to K. sixth (check)
 26. Kt. takes Q.
 27. Kt. takes R.
 28. Kt. to K. sixth
 29. R. to Q. Kt. square
 30. Kt. takes Q. P.
 31. R. takes Kt.
 32. R. to Q. second
 33. K. to B. second
 34. R. takes R.
 35. K. takes P.
 36. K. to Q. third
 37. K. to Q. fourth
 38. P. to K. R. fourth
 39. P. to Q. R. third
 40. P. to K. Kt. third
 41. P. to Q. R. fourth

Aud White resigned.

Notes.

(a) He might have gained a Pawn by taking with the Q., but the move in the text is better play, because it strengthens his Pawns, and at the same time of his bringing the King's Bishop to bear upon adverse King.

(b) P. to K. R. third, before playing the Kt., would have been infinitely preferable. The opportunity of planting his Kt. at the fifth, secures to him a great superiority of position.

(c) By exchanging pieces, even at a loss of one or two Pawns, Black simplifies matters, and renders his road to victory all the easier.



Between the same players.

White. (Mr. BIRD.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. K. Kt. to B. third
5. B. to Q. Kt. fifth
6. B. takes Kt. (check)
7. Castles
8. K. to R. square
9. Q. Kt. to B. third
10. P. to Q. third
11. P. to Q. Kt. third
12. B. to Q. R. third
13. Q. to Q. second
14. P. takes P.
15. Kt. to K. fifth
16. Q. R. to K. square
17. Q. to K. B. second
18. Kt. to Q. R. fourth
19. B. takes P.
20. B. takes Kt.
21. B. to Q. Kt. sixth

Black. (Mr. G. MEDLEY.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Q. Kt. to B. third
5. Q. to Q. Kt. third
6. P. takes B.
7. K. Kt. to R. third
8. K. B. to K. second
9. Castles
10. P. to Q. R. fourth
11. P. to K. B. third
12. Kt. to K. B. fourth
13. B. to Q. R. third
14. R. takes P.
15. Q. to Q. B. second
16. R. to Q. square
17. Kt. to Q. fifth
18. B. to Q. Kt. fourth
19. B. takes Kt.
20. B. to Q. Kt. fourth (a)

And Black resigned.

Note.

(a) A palpable blunder. He should have played P. to Q. B. fourth, and the following variations would probably have occurred—

21. Kt. to K. Kt. fourth
22. B. to K. fifth
23. P. takes B.

20. P. to Q. B. fourth
21. R. to K. Kt. third
22. Q. to Q. Kt. second
23. R. takes Kt. &c. &c.

In this case, Black loses only a Pawn, and might perhaps escape with a drawn game by very careful play.



Between the same players.

White. (MR. BIRD.)

1. P. to K. fourth
 2. to K. B. fourth
 3. to K. fifth
 4. Kt. to B. third
 5. B. to Kt. fifth
 6. Castles (!)
 7. takes Kt.
 8. to Q. third
 9. Kt. to B. third
 10. Kt. to Kt. fifth (a)
 11. to K. B. third
 12. to K. R. third
 13. to K. B. third
 14. to K. Kt. fourth
 15. to K. Kt. fifth
 16. takes P.
 17. to K. B. third
 18. takes Kt.
 19. to K. R. sixth
 20. to K. third
 21. takes R.
 22. takes B.
 23. to K. fifth
 24. takes P.
 25. to K. square
 26. takes K. P. (check)
 27. takes Q.
 28. to K. R. third
 29. to R. second

Black. (MR. G. MEDLEY.)

1. P. to K. third
 2. P. to Q. fourth
 3. P. to Q. B. fourth
 4. Q. Kt. to B. third
 5. Q. B. to Q. second
 6. Kt. takes P.
 7. B. takes B.
 8. P. to K. Kt. third
 9. B. to Q. B. third
 10. Kt. to R. third
 11. Q. to K. second
 12. B. to K. Kt. second
 13. Kt. to K. B. fourth
 14. Kt. to Q. fifth
 15. P. to K. B. third
 16. B. takes P.
 17. Kt. takes Kt. (check)
 18. Castles (on K.'s side)
 19. B. to Q. fifth (check)
 20. R. takes R.
 21. B. takes B. (check)
 22. P. to Q. fifth
 23. P. takes Kt.
 24. R. to K. B. square
 25. Q. to K. B. third
 26. Q. takes Q.
 27. R. to K. B. fifth
 28. R. to K. B. sixth
 29. R. to B. seventh (check)

And Wins.

Note.

) White has a good-looking attack for his lost Pawn, and compels a careful line of defence from the other side.



Between the same Players.

White. (Mr. BIRD.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. K. Kt. to B. third
5. K. B. to Q. Kt. fifth
6. B. takes Kt.
7. Castles
8. P. to Q. third
9. Q. Kt. to B. third
10. Q. Kt. to K. second
11. Q. Kt. to Kt. third
12. P. to Q. fourth
13. Kt. takes P.
14. Kt. takes K. P.
15. K. to R. square
16. Q. to K. Kt. fourth (a)
17. P. to K. B. fifth (b)
18. Kt. takes R.
19. Q. to K. B. third
20. Q. to Q. Kt. third
21. B. to K. third
22. R. to K. B. second
23. Q. to Q. B. third
24. B. to Q. fourth
25. Q. takes B.
26. P. takes P.
27. R. takes R. (check)
28. P. to Q. Kt. third
29. P. to Q. B. fourth
30. R. to K. B. square (check) (c)
31. Q. to Q. eighth (check)
32. Q. to K. seventh (check)
33. R. to B. eighth (check)

Black. (Mr. G. MEDLEY.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Q. Kt. to B. third
5. B. to Q. second
6. B. takes B.
7. K. Kt. to R. third
8. B. to K. second
9. Castles
10. P. to K. B. third
11. Kt. to K. B. second
12. P. takes Q. P.
13. P. takes K. P.
14. Q. to Q. Kt. third (check)
15. B. to Q. Kt. fourth
16. P. to K. Kt. third
17. B. to Q. second.
18. R. takes Kt.
19. P. to K. fifth
20. B. to Q. Kt. fourth
21. Q. to Q. B. third
22. B. to Q. B. fifth
23. B. to K. B. third
24. B. takes B.
25. Kt. to K. R. third
26. P. takes P.
27. K. takes R.
28. B. to Q. R. third
29. P. takes P.
30. K. to Kt. square
31. K. to Kt. second
32. K. to R. square

And wins.

[Notes.

Notes.

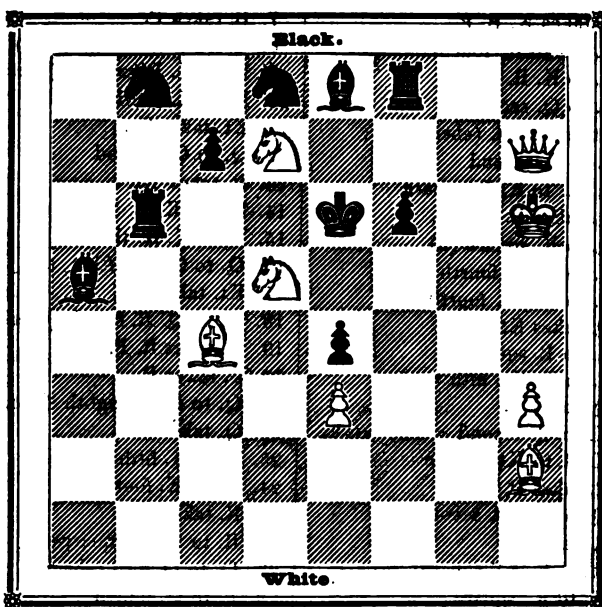
(a) The attack and counter-attack render this part of the game extremely animated and interesting.

(b) Very well played.

(c) Q. to K. R. eighth appears to us much more decisive.

PROBLEM, No. 38.

By JOHN CHIPPENDALE.



The conditions of this unique position are, that White playing first, engages to Mate in a single move, or in any number of moves which Black may name.



Mr. PERIGAL gives Mr. G. W. MEDLEY his
K. B. P. for the first move.

(Remove Black's K. B. P. from the board.)

Black. (MR. P.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. third
4. Q. Kt. to B. third
5. Q. B. to K. Kt. fifth
6. Q. Kt. to Q. fifth
7. P. takes K. B. P.
8. K. Kt. to R. fourth
9. Q. to K. R. fifth
10. K. to Q. second
11. Kt. takes Kt. (check)
12. B. to K. second
13. Q. R. to K. B. square
14. Q. takes B.
15. Q. to K. square (b)
16. B. to K. R. fourth
17. P. to K. Kt. fourth
18. Q. takes Kt.
19. K. to B. square
20. P. to K. Kt. fifth
21. Q. takes P.
22. K. to Q. second
23. K. R. to Kt. square
24. P. takes P.
25. Q. to K. Kt. second
26. R. takes R.
27. R. to K. Kt. square
28. K. to K. square
29. P. takes P.
30. Q. to K. Kt. sixth
31. R. to K. Kt. fifth
32. K. to Q. square
33. Q. to K. B. fifth
34. Q. to Q. third

White. (MR. M.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Q. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. Kt. to K. second
6. P. to Q. third
7. B. takes P.
8. Castles
9. B. to K. B. seventh (check) (e)
10. B. to K. third
11. Kt. takes Kt.
12. Q. to Q. second
13. B. takes Kt.
14. Kt. to K. B. fourth
15. P. to K. R. third
16. Q. to Q. R. fifth
17. Kt. takes B.
18. Q. to Q. R. fourth (check)
19. Q. takes R. P.
20. P. takes P.
21. Q. to Q. R. eighth (check)
22. Q. takes P.
23. P. to K. fifth
24. Q. to K. fourth
25. R. takes R.
26. R. to K. B. square
27. Q. to Q. fifth (check)
28. P. to Q. fourth
29. B. takes P.
30. Q. to K. fourth
31. Q. to Q. B. sixth (check)
32. B. to K. B. second
33. B. to Q. Kt. sixth
34. B. takes P. (check)

Black. (Mr. P.)

35. Q. takes B.
36. K. to Q. B. square
37. K. to Q. Kt. square
38. Q. to K. fourth
39. K. to Kt. second
40. B. to Q. B. fourth (check)
41. Q. takes R. (check)
42. B. takes Q. (check)
43. B. takes Q. Kt. P.

White. (Mr. M.)

35. R. to Q. square (check).
36. Q. to K. sixth (check)
37. Q. takes R.
38. Q. to K. Kt. eighth (check)
39. Q. to Q. B. fourth (c)
40. R. to Q. fourth (d)
41. Q. takes Q.
42. K. to R. second

And the game was abandoned as drawn. (e)

Notes.

- (a) To prevent Black from Castling.
- (b) Anticipating White's next move, and preparing a retreat for his Q. Bishop.
- (c) This is playing with the mouse: Q. to her fifth (check), compels an exchange of Queens, and wins obviously.
- (d) If he had moved his King, mate or the loss of the Q. would have followed in three moves.
- (e) The game would be equally drawn if White had no Pawns left.



Between the same players.

(Remove Black's K. B. P. from the board.)

Black. (Mr. P.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. third
4. P. takes P.
5. Q. B. to Kt. fifth
6. B. to K. second
7. Kt. takes K. P.
8. P. to Q. fourth
9. B. takes Kt.
10. P. takes B.
11. Q. Kt. to Q. second

White. (Mr. G. M.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Q. Kt. to B. third
4. P. to Q. fourth
5. K. Kt. to B. third
6. K. B. to Q. B. fourth
7. Kt. takes Kt.
8. Kt. to K. B. second
9. Q. takes B.
10. Q. takes Q. Kt. P.
11. Q. to Q. fifth

Black. (Mr. P.)

12. Kt. to K. B. third
13. Q. to Q. third
14. K. to B. second
15. K. to B. square
16. P. to K. Kt. fourth
17. P. to K. R. third
18. K. to Kt. second
19. Kt. to Q. fourth
20. P. to Q. B. third
21. Q. R. to Q. B. square
22. Q. to Q. second
23. B. to K. B. third
24. Kt. to Q. B. second
25. K. R. to K. square
26. R. takes R.
27. R. to K. square
28. Kt. to K. third
29. Kt. to Q. B. fourth
30. K. to B. second
31. R. takes R.
32. K. takes B.
33. K. to B. fourth
34. P. takes P. (*en passant*)
35. P. takes Q. P.
36. K. to K. B. fifth
37. K. to K. sixth
38. K. to K. seventh
39. P. to Q. fifth
40. K. to K. B. sixth
41. K. to Kt. sixth
42. Q. to K. third
43. Q. to K. sixth
44. P. takes Q.
45. K. to B. sixth
46. R. to Q. Kt. second

White. (Mr. G. M.)

12. Q. takes P.
13. Q. to Q. R. fourth (check)
14. Q. to Q. B. fourth (check)
15. Castles
16. Kt. to K. R. third
17. B. to Q. second
18. Q. R. to K. square
19. R. to K. fifth
20. K. R. to K. square
21. R. to K. sixth
22. Q. to Q. third
23. P. to Q. B. fourth
24. Q. R. to K. fourth
25. B. to Q. B. third
26. R. takes R.
27. Kt. to K. B. second
28. P. to Q. fifth
29. B. takes B. (check)
30. R. to K. seventh (check)
31. Q. to K. R. seventh (check)
32. Q. takes P. (check)
33. P. to K. Kt. fourth (check)
34. K. R. P. takes P.
35. P. to K. Kt. fourth (check)
36. Q. to K. B. sixth (check)
37. Q. to Q. B. third (check)
38. P. to Q. Kt. fourth
39. Q. to Q. B. second (check)
40. Q. to her square (check)
41. P. takes Kt.
42. Q. to Q. third (check)
43. Q. takes Q. (check)
44. Kt. to K. R. square (check)
45. K. to B. square

And White resigned.

CHESS BY CORRESPONDENCE.

BETWEEN THE LONDON AND AMSTERDAM CHESS CLUBS.*

White. (AMSTERDAM.)*Black.* (LONDON.)

34. P. takes P.

33. K. R. to K. sixth

35. Q. Kt. to Q. square

34. P. takes P.

35. R. takes R.

Amsterdam to play.

BETWEEN LEIPSIK AND MAGDEBOURG.†

White. (LEIPSIK.)*Black.* (MAGDEBOURG.)

11. Kt. to K. fourth

10. P. to K. R. third

12. Q. takes Kt.

11. Kt. takes Kt.

13. Q. to her B. second

12. P. to K. B. fourth

14. P. to Q. third

13. B. to Q. B. fourth

14. P. to K. B. fifth

And Leipsic has to play.

SOLUTIONS TO PROBLEMS.

No. 25, p. 128.

*WHITE.**BLACK.*

1. R. to K.'s fifth (double check)

K. takes R.

2. Kt. takes Q. B. P. (check)

R. takes Kt.

3. R. takes Q. P. (check)

K. takes R.

4. Q. to K. fourth

Mate.

No. 26, p. 139.

*WHITE.**BLACK.*

1. Kt. to Kt. eighth (check)

K. to B. second

2. R. to B. fifth (check)

K. takes Kt.

3. R. to R. eighth (check)

K. takes R.

4. R. to B. eighth

Mate.

* For the preceding moves see p. 183.

† For the preceding moves see p. 181.

No. 27, p. 159.

- | WHITE. | BLACK. |
|---------------------------------------|-----------------------------|
| 1. Q. to Q. B. second | R. interposes (best) |
| 2. Kt. to Q. fourth | Q. takes Kt. |
| 3. P. takes Q. | Kt. to B. fifth (check) (A) |
| 4. B. takes Kt. | K. or B. takes R. |
| 5. Q. mates at B. second or K. fourth | |

(A)

B. takes B.
Q. takes R.

Kt. to B. sixth
Kt. moves

Mate.

No. 28, p. 159.

Author's Solution.

- | WHITE. | BLACK. |
|-----------------------|------------------------|
| 1. R. to Q. B. second | K. to R. square (best) |
| 2. R. to Q. B. eighth | K. to Kt. second |
| 3. B. to K. B. fifth | K. to R. second |
| 4. K. to R. fifth | K. moves |
| 5. B. to Kt. fourth | K. moves |
| 6. B. to K. B. third | P. moves |
| 7. R. mates | |

Note.—A Correspondent signing himself J. P., has favoured us with the following ingenious solution—

- | | |
|-------------------------------------|--------------------------|
| 1. B. to Q. B. sixth | K. moves |
| 2. R. to Q. seventh | Any " move |
| 3. K. to B. fifth | " |
| 4. K. to K. sixth | " |
| 5. K. to Q. sixth | " |
| 6. R. to Q. eighth or Q. R. seventh | According as Black moves |
| 7. R. to R. eighth | |

Mate.

No. 29, p. 160.

- | WHITE. | BLACK. |
|-----------------------|------------------|
| 1. R. takes K. R. P. | K. takes R. |
| 2. K. to Q. B. second | P. checks or (A) |
| 3. R. takes P. | K. moves |
| 4. R. takes P. | |

Mate.

(A)

K. to Q. Kt. third
Rook mates

K. to Q. R. eighth
K. or P. moves

If Black, at first move, play K. to Q. R. fifth, White plays K. to Q. B. fourth—
R. to K. R. sixth, and mates next move.

No. 30, p. 160.

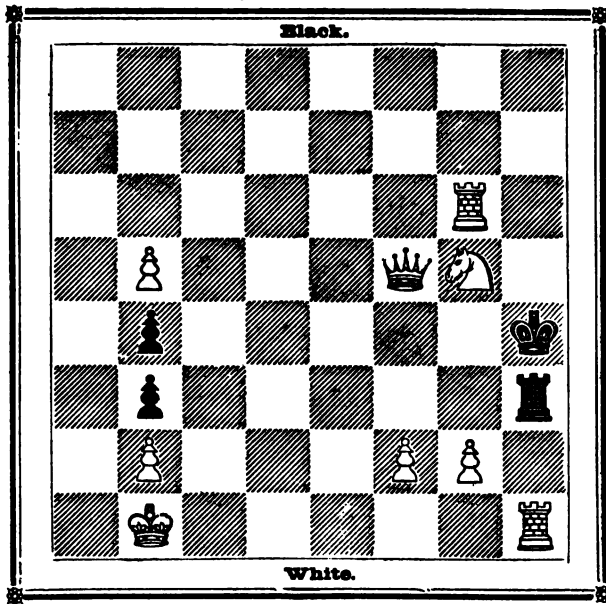
White plays B. to K. square, and the game must be drawn.

No. 31, p. 170.

Kt. to Q. R. fifth, and mates with Queen.

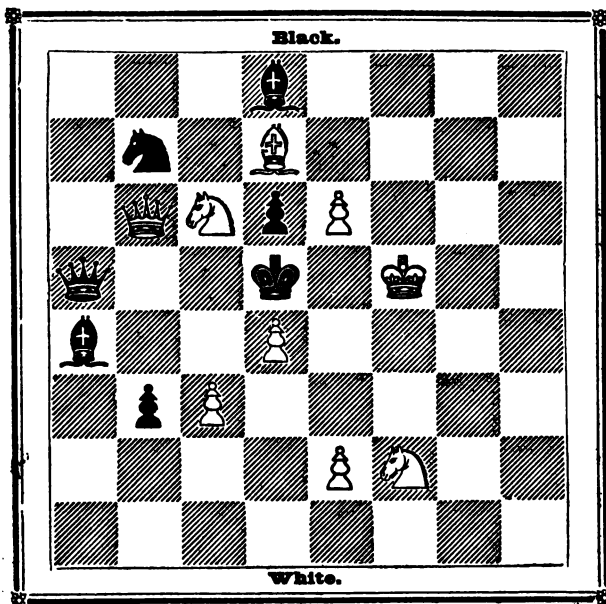
PROBLEM, No. 39.
By HERB KLING.

223



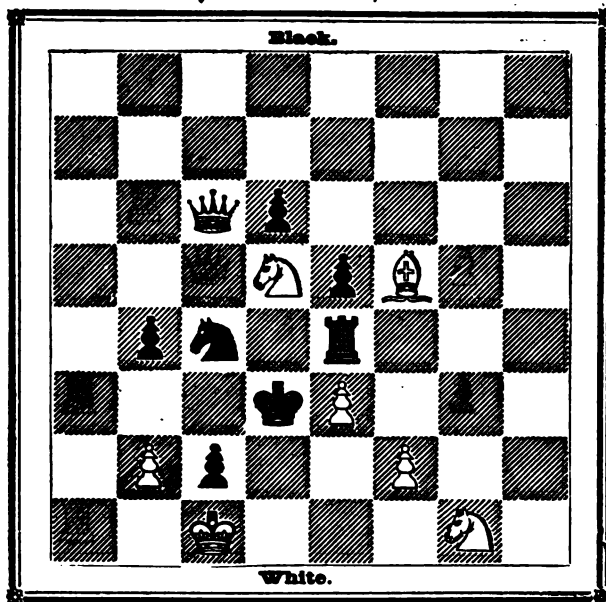
White compels Black to Mate in seven moves.

PROBLEM, No. 40
By JOHN CHIPPENDALE.



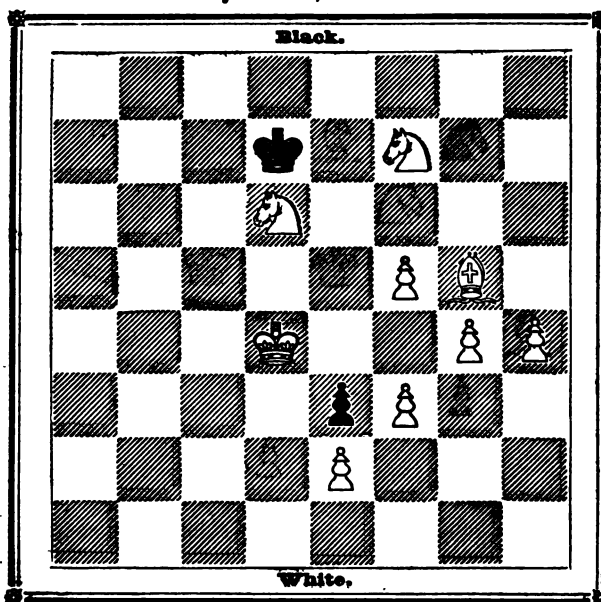
White to play, and Mate in four moves.

PROBLEM, No. 41.
By M. C. E. R—n, of Oxford.



White compels Black to Mate in six moves.

PROBLEM, No. 42.
By G. S. J., of Oxford.



White to Mate in five moves.

CHESS IN THE METROPOLIS.



Mr. HARRWITZ gives the Pawn and two moves to Mr. HANNAH of Brighton.

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. HANNAH.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. P. to K. B. fourth
5. K. B. to Q. B. fourth
6. K. Kt. to B. third
7. Q. Kt. to B. third
8. Q. Kt. to K. second
9. Q. Kt. to Q. fourth
10. P. takes P.
11. Q. takes B.
12. P. to Q. sixth (*b*)
13. B. to Q. third
14. K. Kt. to K. fifth
15. P. to Q. Kt. third
16. Castles
17. Q. B. to Q. R. third
18. K. B. takes Kt.
19. P. to K. Kt. fourth
20. P. to Q. B. fourth (*d*)
21. P. takes Kt. (*e*)
22. K. B. P. takes P.
23. Q. takes Q.
24. K. takes R.
25. R. to Q. B. square
26. P. to K. R. fourth
27. Q. B. to K. seventh (*g*)
28. B. to Q. sixth
29. K. to his second

VOL. X.

Black. (MR. HARRWITZ.)

- 1.
2. Q. Kt. to B. third
3. Q. Kt. to K. fourth
4. Q. Kt. to K. B. second
5. P. to K. third
6. K. B. to Q. B. fourth
7. P. to Q. R. third (*a*)
8. P. to Q. B. third
9. Q. B. P. takes P.
10. K. B. takes Kt.
11. K. Kt. to B. third
12. P. to Q. Kt. fourth
13. Q. B. to Kt. second
14. Castles
15. K. Kt. to Q. fourth (*c*)
16. Q. Kt. takes Q. P.
17. Q. Kt. to K. B. fourth
18. K. R. takes B.
19. K. R. to B. third
20. P. to Q. third
21. P. takes Kt.
22. Q. takes Q. P. (*f*)
23. R. takes R. (check)
24. B. takes Q.
25. P. to K. R. third
26. K. to R. second
27. R. to R. second
28. R. to K. B. second (check)
29. B. to K. B. sixth (check)

G G

White. (Mr. HANNAH.)

30. K. to his third
31. R. to Q. B. sixth
32. K. to his fourth
33. R. takes P.
34. K. to B. fourth
35. K. to Kt. third
36. R. to Q. Kt. sixth
37. K. to Kt. second
38. R. takes P.
39. K. to B. third
40. P. to Q. Kt. fourth
41. R. to Kt. seventh (check)
42. B. to K. B. eighth
43. K. to B. second
44. R. to K. Kt. seventh (check)
45. R. to K. B. seventh
46. R. to K. B. sixth
47. K. to K. second
48. B. to Q. B. fifth
49. B. to K. Kt square
50. R. to K. B. fourth

Black. (Mr. HARBWITZ.)

30. B. takes P.
31. R. to K. B. sixth (check)
32. R. to K. R. sixth
33. R. takes K. R. P.
34. P. to K. Kt. fourth (check)
35. B. to K. B. fourth
36. R. to K. R. sixth (check)
37. R. to Q. sixth
38. R. to Q. seventh (check)
39. R. takes Q. R. P.
40. R. to Q. seventh
41. K. to Kt. third
42. R. to Q. sixth (check)
43. B. to K. fifth
44. K. to R. fourth
45. P. to K. Kt. fifth
46. P. to K. Kt. sixth (check)
47. P. to K. Kt. seventh
48. R. to Q. B. sixth
49. B. to Q. fourth
50. R. to Q. B. eighth

And Black Wins.

Notes.

(a) Fearing his Bishop might be driven from his present diagonal, by the adverse Kt. being moved to Q. R. fourth.

(b) We should have much preferred playing the Kt. to his fifth.

(c) Still fearful of seizing the K. Kt. P., on account of K. R. to Kt. square.

(d) B. to Q. sixth would have been more annoying to Black a great deal.

(e) Had he played P. to K. Kt. fifth, Black could have answered with Kt. takes K. B. P., threatening to check at K. seventh next move, perhaps therefore White's best play was to retreat his Kt. to Q. third, leaving the adverse Kt. *en prise*.

(f) Quite sound and safe.

(g) He should at once have gained possession of the adversary's second rank, by playing R. to Q. B. seventh.



Ruy Lopes
Kt.'s Game.

An interesting game, played between those promising young amateurs, Messrs C. F. SMITH and H. I. BIRD.

White (Mr. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. Castles
5. P. to K. R. third
6. Q. takes B.
7. B. takes Kt. (check)
8. P. to Q. fourth
9. Q. to Q. B. third
10. Q. B. to K. third.
11. B. takes P.
12. Q. Kt. to Q. second
13. B. to K. third
14. P. to K. B. fourth
15. P. to K. fifth
16. P. to K. B. fifth
17. P. to K. B. sixth
18. P. takes K. B. P.
19. R. to K. B. third
20. Q. to Q. B. fourth (a)
21. B. to K. R. sixth
22. K. to K. R. square
23. R. to Kt. third (check)
24. Q. takes K. B. P.
25. R. takes R. (check)
26. Q. R. to K. B. square
27. Kt. to B. third
28. K. Kt. to his fifth
29. Q. to K. B. third
30. Q. to her third

Blac (Mr. S.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. hird
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. P. to Q. R. third
7. P. takes B.
8. Q. to K. B. third
9. K. Kt. to K. second
10. P. takes Q. P.
11. Q. to K. Kt. third
12. P. to Q. B. fourth
13. Kt. to Q. B. third
14. B. to K. second
15. Castles
16. Q. to K. R. fourth
17. P. takes K. B. P.
18. B. to Q. square
19. Q. to K. fourth
20. B. takes P.
21. Q. to Q. fifth (check)
22. K. R. to K. square
23. K. to R. square
24. R. to K. Kt. square
25. R. takes R.
26. B. to K. Kt. second
27. Q. takes Q. Kt. P.
28. Q. to K. fourth
29. Kt. to Q. square

And Wins.

Note.

(a) B. to K. R. sixth would have been better Chess, if we mistake not.



Pawn and
move.

Our next two games have just come off between Mr. BUCKLE and Mr. MEDLEY the younger, the former giving the Pawn and move.

(Remove Black's K. B.'s Pawn from the board.)

White. (Mr. J. M.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. B. to Q. B. fourth
6. Kt. takes P.
7. B. to Q. Kt. third
8. Kt. to K. sixth (a)
9. B. takes B.
10. Castles
11. P. to K. B. fourth
12. P. to K. Kt. fourth
13. P. to K. Kt. fifth
14. B. to Q. B. fourth
15. Kt. to Q. fifth
16. Kt. takes Kt.
17. B. to Q. fifth
18. P. to K. R. fourth
19. K. to R. second
20. P. to Q. Kt. third
21. B. to Q. Kt. second
22. P. to K. B. fifth
23. P. to K. B. sixth (c)
24. P. takes P.
25. P. to K. B. seventh (dis. check)
26. R. to K. Kt. square
27. Q. takes Kt.
28. B. takes R. (check)
29. Q. takes Q.
30. Q. R. to Q. square
31. R. takes R.
32. K. to R. third
33. P. to K. R. fifth
34. K. to Kt. fourth
35. K. to B. fifth

Black. (Mr. B.)

1. P. to Q. third
2. K. Kt. to B. third
3. P. to K. fourth
4. Q. Kt. to B. third
5. P. takes P.
6. Kt. to K. fourth
7. P. to Q. B. fourth
8. B. takes Kt.
9. B. to K. second
10. Q. Kt. to K. B. second
11. Castles
12. Kt. to K. square
13. Kt. to Q. B. second
14. R. to Q. Kt. square
15. P. to Q. Kt. fourth
16. Q. takes Kt. (b)
17. K. to R. square
18. Q. to Q. second
19. Q. R. to K. square
20. Kt. to Q. square
21. Kt. to K. third
22. Kt. to Q. B. second
23. P. takes P.
24. B. to Q. square
25. R. to K. fourth
26. Kt. takes B.
27. R. takes K. B. P.
28. P. takes B.
29. R. takes Q.
30. R. to Q. fifth
31. Q. B. P. takes R.
32. P. to Q. R. fourth
33. B. to K. B. third
34. B. to K. Kt. second

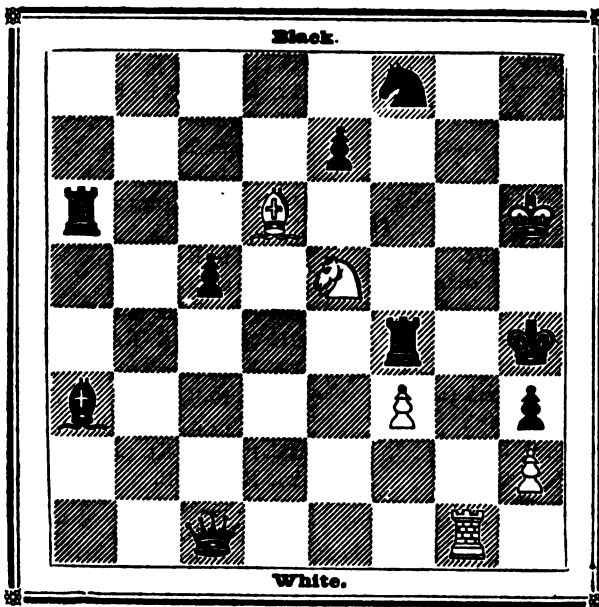
And after a few moves Black surrendered.

Notes.

- (a) From this point, White's play is certainly a model of vigorous and successful attack.
- (b) Black cannot take the obnoxious Bishop, without losing the exchange.
- (c) All this is exceedingly well played to the conclusion.

PROBLEM, No. 43.

By E. H. G.



White playing first, Mates in four moves.



Between the same Players.

(Remove Black's K. B. P. from the board.)

White. (Mr. J. M.)

Black. (Mr. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. B. fourth
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. P. to Q. fifth
7. P. takes B.
8. K. B. to Q. third
9. P. to K. B. fifth
10. K. Kt. to B. third
11. P. takes P.
12. Castles
13. Kt. to Kt. fifth
14. B. takes Kt.
15. B. takes Kt.
16. Q. to K. R. fifth (check)
17. Q. takes Q. (check)
18. R. to K. B. third
19. Q. R. to K. B. square
20. P. to K. R. fourth
21. R. to K. Kt. third
22. R. to Kt. sixth (check)
23. P. to K. B. sixth (check)
24. R. to K. Kt. fifth
25. P. to Q. R. fourth
26. B. to K. B. fifth (a)
27. R. takes R.
28. R. takes B.
29. K. to B. second
30. R. to K. B. third
31. P. to K. B. seventh
32. R. takes R.
33. K. to K. third
34. K. to K. fourth
35. K. to B. third

1. K. Kt. to R. third
2. Kt. to K. B. second
3. P. to K. third
4. K. B. checks
5. P. to Q. B. fourth
6. B. takes Kt. check
7. P. to Q. third
8. P. to K. fourth
9. P. to K. Kt. third
10. P. takes P.
11. Q. Kt. to Q. second
12. Q. Kt. to K. B. third
13. Kt. takes Kt.
14. Q. to K. second
15. Q. takes B.
16. Q. to B. second
17. K. takes Q.
18. K. to B. third
19. B. to Q. second
20. P. to K. R. fourth
21. Q. R. to K. Kt. square
22. K. to K. second
23. K. to B. second
24. B. to K. Kt. fifth
25. P. to Q. Kt. third
26. B. takes B.
27. K. takes R.
28. K. to B. second
29. K. to Kt. third
30. R. to K. B. square
31. R. takes P.
32. K. takes R.
33. K. to Kt. third
34. K. to B. third
35. K. to B. fourth

White. (Mr. J. M.)

- 36. K. to K. third
- 37. P. to K. Kt. third
- 38. K. takes P.
- 39. K. to B. fifth
- 40. K. to B. fourth (!) (b)
- 41. K. to B. third
- 42. K. to B. fourth

Black. (Mr. B.)

- 36. P. to K. fifth
- 37. K. to Kt. fifth
- 38. K. takes P.
- 39. K. takes P.
- 40. K. to R. sixth
- 41. P. to R. fifth
- 42. K. to Kt. seventh

And Wins.

Notes.

- (a) White plays with uncommon spirit up to this stage.
 (b) A fatal miscalculation. If instead of so playing he had moved his King to K.'s sixth, he might at least have drawn the game.

CHESS IN THE PROVINCES.



Pawn and
move.

Mr. Harwitz gives the Pawn and move to Mr. Schwabe, of Liverpool.

(Remove Black's K. B. Pawn from the board.)

White. (Mr. S.)

- 1. P. to K. fourth
- 2. P. to Q. fourth
- 3. P. to Q. fifth
- 4. K. B. to Q. third
- 5. K. Kt. to B. third
- 6. Castles
- 7. Q. B. to K. Kt. fifth
- 8. Q. Kt. to B. third
- 9. Q. Kt. to Q. R. fourth
- 10. P. to Q. B. fourth
- 11. B. takes K. Kt.
- 12. Kt. takes B.
- 13. Q. to her B. second
- 14. Kt. to K. square
- 15. P. to K. B. third
- 16. R. to K. B. second (!)
- 17. K. to R. square
- 18. Q. takes Kt.

Black. (Mr. H.)

- 1. Q. Kt. to B. third
- 2. P. to K. fourth
- 3. Q. Kt. to K. second
- 4. Q. Kt. to K. Kt. third
- 5. K. B. to Q. B. fourth
- 6. K. Kt. to B. third
- 7. Castles (a)
- 8. P. to Q. third
- 9. K. B. to Q. Kt. third
- 10. P. to K. R. third
- 11. Q. takes B.
- 12. Q. R. P. takes Kt.
- 13. Kt. to K. B. fifth (b)
- 14. Q. to K. Kt. fourth
- 15. R. to K. B. third
- 16. Kt. to K. R. sixth (check)
- 17. Kt. takes R. (check)
- 18. B. to Q. second

White. (Mr. S.)

19. P. to K. Kt. third
20. P. to K. R. fourth
21. B. to K. second
22. Q. to K. Kt. second
23. B. to Q. third
24. R. to Q. square
25. R. to Q. second
26. P. takes P. (dis. check)
27. Q. to K. R. second
28. R. to K. second
29. Q. to K. B. second
30. K. to R. second

Black. (Mr. H.)

19. Q. R. to K. B. square
20. Q. to K. R. fourth
21. Q. to K. Kt. third
22. P. to K. R. fourth
23. Q. to R. third
24. P. to K. Kt. fourth (c)
25. P. takes P.
26. R. to K. Kt. third
27. Q. to K. sixth (d)
28. Q. to Q. B. eighth
29. B. to K. Kt. fifth
30. Q. to K. B. fifth (check)

And White resigns.

Notes.

(a) White has not taken all the advantages which the odds afford, for at this stage his game is little, if any, better than his opponent's.

(b) A Knight planted at this square is generally a thorn in the adversary's side for the remainder of the contest.

(c) Bravely played.

(d) From this move Black has the game all his own way.



Between the same players.

Remove Black's K. P. B. from the Board.

White. (Mr. S.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. B. fourth
4. P. to Q. fifth
5. Q. Kt. to B. third
6. P. to Q. R. third (a)
7. P. to Q. Kt. fourth
8. K. Kt. to K. second
9. Kt. to Q. R. fourth (b)
10. Kt. takes B.
11. Q. to Q. third
12. Castles
13. B. to Q. Kt. second

Black. (Mr. H.)

1. Q. Kt. to B. third
2. P. to K. fourth
3. K. Kt. to B. third
4. Q. Kt. to K. second
5. Q. Kt. to K. Kt. third
6. B. to Q. B. fourth
7. B. to Q. fifth
8. B. to Q. Kt. third (b)
9. Kt. takes K. P.
10. R. P. takes Kt.
11. K. Kt. to B. third
12. P. to Q. third
13. Castles

White. (Mr. S.)

14. P. to K. B. fourth
15. P. to Q. Kt. fifth (d)
16. P. to K. B. fifth
17. Q. takes B.
18. Q. to K. B. third
19. Q. B. to his square
20. K. B. to Q. Kt. third
21. B. takes Kt.
22. Q. to K. R. third
23. P. to Q. B. third
24. B. to Q. square
25. P. to Q. B. fourth
26. Q. to K. B. third
27. B. to Q. B. second
28. P. to K. Kt. third
29. K. to R. square
30. P. to K. Kt. fourth
31. K. R. to K. Kt. square
32. P. to K. R. fourth (e)
33. R. takes R.
34. Q. takes Kt.
35. Q. R. to K. Kt. square
36. P. to K. B. sixth
37. P. takes P.
38. Q. to her B. eighth (check)
39. R. to Kt. second
40. K. to R. second
41. K. to R. square
42. R. to R. second (check)
43. Q. to K. R. third
44. Q. takes Q.
45. K. to Kt. second

Black. (Mr. H.)

14. K. to R. square
15. B. to K. Kt. fifth
16. B. takes Kt.
17. Kt. to K. B. fifth
18. P. to K. R. third
19. Q. R. to his fifth
20. Q. R. to K. fifth
21. Q. R. takes B.
22. Q. R. to Q. fifth
23. Q. R. to K. Kt. fifth
24. Q. R. to K. Kt. fourth
25. Q. to Q. R. square
26. Kt. to K. R. fourth
27. Kt. to K. B. fifth
28. Q. to Q. R. fourth
29. Kt. to K. R. fourth
30. Kt. to B. third
31. Q. to her seventh
32. R. takes K. Kt. P.
33. Kt. takes R.
34. Q. takes B.
35. R. to K. B. second
36. P. to K. Kt. fourth
37. P. takes P.
38. K. to R. second
39. Q. to her B. eighth (check)
40. Q. to K. B. fifth (check)
41. Q. takes K. B. P.
42. K. to Kt. third
43. Q. to K. B. eighth
44. R. takes Q. (check)
45. R. to Q. B. eighth

And White resigns.

Notes.

- (a) This is much too defensive a style when receiving such odds.
 (b) Taking the K. P. with K. Kt. would have been obviously imprudent, for suppose,

9. Q. Kt. takes Kt.
10. B. to K. Kt fifth, &c. &c.

8. K. Kt. takes P.
9. B. takes Q. R.

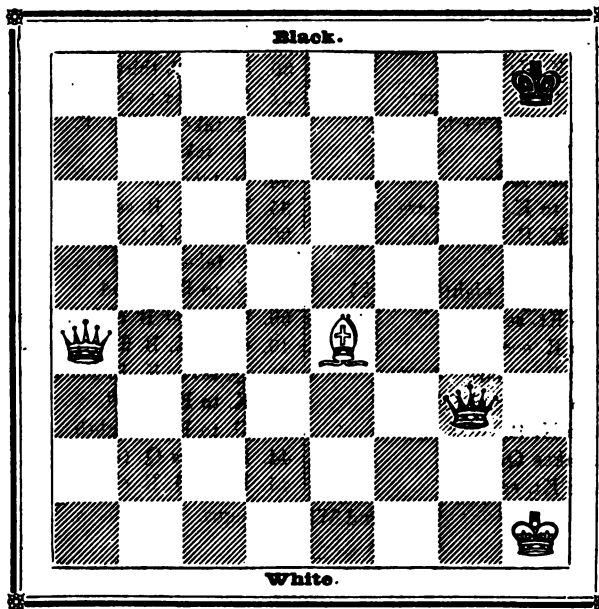
(c) We cannot understand the motive for sacrificing the chief Pawn here.

(d) This also is to us inscrutable. Why not at once have played on the K. B. P. ?

(e) K. R. to Kt. second would have been far better play if we are not mistaken.

PROBLEM, No. 44.

By HERR KLING.



White has a winning position in six moves.

CHESS AT LIVERPOOL.



K. Bishop's
Game.

Continuation of the games played by Mr. Harwitz
with the Liverpool amateurs.

White. (Mr. SPRECKLEY.)

P. to K. fourth
 K. to Q. B. fourth
 P. to Q. fourth
 K. to Q. fifth
 K. B. to K. third (a)
 P. B. to K. Kt. fifth
 P. to K. B. third
 K. takes Kt.
 K. Kt. to K. second
 Castles
 P. to K. R. third
 K. Kt. to B. third
 P. to K. Kt. fourth (b)
 P. to K. Kt. third
 P. to K. B. fourth
 K. takes P.
 K. takes B.
 P. to B. second
 P. R. to K. B. square
 Kt. to Q. square (c)
 P. to Q. B. third
 Kt. to K. third
 Kt. to K. Kt. second (d)
 K. takes Kt.
 P. to Kt. second
 K. takes R.
 P. to Q. B. second (e)
 P. to K. fourth (f)
 P. to K. B. fifth
 P. to Q. third
 P. to K. second
 P. to Q. Kt. third

Black. (Mr. HARRWITZ.)

1. P. to K. fourth
 2. K. Kt. to B. third
 3. Q. Kt. to B. third
 4. Q. Kt. to K. second
 5. Q. Kt. to K. Kt. third
 6. B. to Q. B. fourth
 7. B. to K. second
 8. B. takes B.
 9. Castles.
 10. P. to Q. third
 11. B. to K. Kt. fourth
 12. Q. B. to Q. second
 13. Kt. to K. R. fifth
 14. Q. to K. B. third
 15. P. takes P.
 16. B. takes Kt.
 17. Q. to her fifth (check)
 18. P. to K. Kt. fourth
 19. Q. R. to K. square
 20. Kt. to K. Kt. third
 21. Q. to her Kt. third
 22. Kt. to K. B. fifth
 23. R. takes K. P.
 24. R. takes Kt.
 25. R. takes R. (check)
 26. P. to K. B. third
 27. B. to K. square
 28. K. to Kt. second
 29. Q. to Q. B. fourth
 30. B. to K. Kt. third
 31. R. to K. B. second
 32. P. to Q. B. third

White. (Mr. SPECKLEY.)

33. P. to Q. B. fourth
34. K. to R. second
35. P. takes P.
36. K. to Kt. second
37. Q. to K. fourth
38. R. to K. B. second
39. B. to K. sixth
40. Q. to K. B. third
41. R. to K. second
42. K. to Kt. third
43. Q. to Kt. second
44. K. takes Q.
45. K. to B. third
46. P. to K. R. fourth
47. P. to Q. Kt. fourth
48. P. to Q. R. third
49. B. to K. B. fifth
50. K. to B. second
51. P. takes B.
52. R. to K. sixth (check)
53. P. takes P.
54. R. takes Q. P.
55. R. to Q. eighth
56. P. to Q. sixth
57. K. to B. square
58. P. to Q. seventh
59. R. to K. Kt. eighth
60. R. takes K. Kt. P.
61. R. to K. Kt. eighth
62. P. to Q. Kt. fifth
63. R. to K. B. eighth (check)
64. R. to K. eighth (check)

Black. (Mr. HAREWITZ.)

33. P. to Q. R. fourth
34. P. takes Q. P.
35. Q. to Q. B. eighth
36. R. to Q. B. second
37. B. to K. B. second
38. Q. to Q. B. fourth
39. R. to K. second
40. Q. to Q. fifth
41. B. to K. Kt. third
42. Q. to Kt. eighth (check)
43. Q. takes Q. (check)
44. P. to K. B. fourth
45. P. to K. B. fifth
46. P. to K. R. third
47. P. to Q. R. fifth
48. R. to Q. B. second
49. R. to Q. B. sixth (check)
50. B. takes B.
51. K. to B. third
52. K. takes P.
53. P. takes P.
54. P. to K. Kt. fifth
55. R. takes Q. R. P.
56. R. to Q. R. seventh (check)
57. R. to Q. seventh
58. K. to K. third
59. R. takes Q. P.
60. K. to B. fourth
61. R. to Q. fifth
62. R. to Q. Kt. fifth
63. K. to K. fifth
64. K. to K. B. sixth

And White surrendered.

Notes.

(a) P. to K. B. fourth might be played if we mistake not here without detriment to White's opening.

(b) The next few moves from this point are very lively and instructive.

(c) Kt. to K. second, appears to us "more german to the matter."

(d) By playing the Kt. to Q. B. fourth, and then taking off the adverse Kt., he must have occasioned Black a great deal of embarrassment, for suppose—

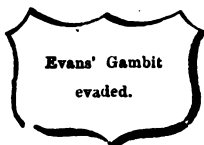
23. Kt. to Q. B. fourth
 24. R. takes Kt.
 25. Q. to K. R. fourth or Q.
 takes P.

23. Q. to Q. Kt. fourth (best)
 24. P. takes R.

in either case having a fine attack.

(e) We should have preferred playing P. to K. R. fourth

(f) Thinking that as Black's last move prevents his playing his Q. before the Bishop, he may endeavour to post her behind him.



Between the same players.

Black. (Mr. H.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. B. takes P.
6. Q. Kt. to R. third
7. Kt. takes Kt.
8. Q. R. to Q. Kt. square
9. Q. Kt. to K. third
10. K. B. P. takes B.
11. P. to K. R. third
12. Q. takes B.
13. Q. to K. Kt. third
14. P. to Q. fourth
15. Q. to K. Kt. fourth (check)
16. P. to Q. B. third
17. Q. to K. B. third
18. Castles
19. Q. to her square
20. P. to Q. R. fourth
21. P. to Q. R. fifth
22. Q. R. P. takes P
23. Q. to Q. third
24. P. to Q. B. fourth
25. B. to Q. Kt. second
26. P. takes P.

White. (Mr. S.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. fourth
5. Kt. takes Q. Kt. P.
6. Kt. takes B.
7. Q. B. to K. Kt. fifth
8. P. to Q. B. third
9. K. B. takes Q. Kt.
10. Q. to Q. B. second
11. B. takes K. Kt.
12. P. to Q. Kt. third
13. P. to K. B. third
14. Castles
15. K. to Kt. second
16. Kt. to R. third
17. Kt. to K. B. second
18. P. to K. R. fourth
19. P. to K. R. fifth
20. R. to K. R. third (a)
21. Kt. to Q. third
22. Q. R. P. takes P.
23. Q. R. to his square
24. R. to Q. R. third
25. P. takes P.
26. K. R. to R. square

Black. (Mr. H.)

27. B. to Q. B. square
28. P. to Q. fifth
29. P. to K. fifth (*b*)
30. P. to K. sixth
31. B. to K. B. fourth
32. B. takes Kt.
33. Q. to K. Kt. sixth (*d*)
34. P. to Q. sixth
35. Q. takes Kt. P. (check)
36. Q. mates

White. (Mr. S.)

27. Q. to K. B. second
28. P. to Q. B. fourth
29. Kt. to Q. B. square
30. Q. to K. second
31. Kt. to Q. third (*c*)
32. Q. takes B.
33. Q. to K. second
34. Q. takes K. P.
35. K. to Q. B. third

Notes.

- (*a*) Preparatory to advancing the K. Kt. P. to Kt. fourth
- (*b*) Mr. Harrwitz maintains the attack all through with his accustomed determination.
- (*c*) P. to K. Kt. fourth appears a better move.
- (*d*) The winning move, play as White may.



The two next games were played lately in Hull, between Messrs. Newham and S. Boden, the former giving the Pawn and two moves.

(Remove White's K. B. Pawn from the Board.)

Black. (Mr. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. takes P.
5. Q. B. to Q. second
6. Q. B. to his third
7. P. to K. Kt. third (*a*)
8. Q. Kt. to Q. second
9. P. to K. B. fourth
10. Q. to K. second
11. K. Kt. to B. third
12. P. takes Q. P.
13. Q. takes Q. (check)

White. (Mr. N.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. Q. to Q. R. fourth (check)
5. Q. takes Q. B. P.
6. Q. to K. Kt. fourth
7. K. Kt. to R. third
8. Q. Kt. to B. third
9. Q. to K. second
10. P. to Q. fourth
11. K. R. to K. Kt. square
12. P. takes P.
13. K. B. takes Q.

Black. (Mr. B.)

14. K. B. takes K. R. P.
15. K. B. to Kt. sixth (check)
16. K. Kt. to K. fifth (b)
17. K. B. takes K. Kt.
18. K. Kt. takes Q. Kt.
19. Castles (on Q.'s side)
20. P. to Q. R. third (c)
21. Kt. to Q. Kt. third
22. Q. B. to Q. second
23. P. to K. R. third
24. Q. B. to Q. Kt. fourth (check)
25. Kt. to Q. B. fifth
26. Q. R. to K. square
27. K. R. takes R.
28. Kt. takes Q. R. P.
29. R. to K. seventh (check)
30. R. to Q. B. seventh
31. K. to Kt. square
32. K. to R. second
33. R. takes Q. B. P. (check)
34. Kt. to Q. B. third
35. R. to Q. B. seventh
36. R. to Q. seventh
37. Kt. takes Q. B.
38. R. to Q. sixth
39. B. to Q. B. fifth (f)
40. R. takes Q. P. (check)
41. B. to Q. Kt. fourth

White. (Mr. N.)

14. K. R. to his square
15. K. to B. square
16. K. Kt. to K. B. fourth
17. Q. B. takes B.
18. P. takes Kt.
19. K. B. to Q. B. fourth
20. P. to Q. R. fourth
21. K. B. to K. sixth (check)
22. K. B. to Q. Kt. third
23. P. to Q. R. fifth (d)
24. K. to B. second
25. Q. B. takes K. R. P.
26. Q. B. to K. B. fourth
27. R. takes R.
28. K. B. to his seventh
29. K. to Kt. third
30. K. B. to K. sixth (check)
31. R. to K. R. eighth (check)
32. Q. B. to K. fifth
33. K. to B. fourth
34. K. B. to his seventh
35. P. to K. Kt. third
36. P. to Q. fifth (e)
37. K. takes Kt.
38. R. to K. R. third
39. B. takes K. Kt. P.
40. K. to B. fourth

And wins ; for if White take the P. with his B., the Rook takes his Bishop, &c. The game however was prolonged many more moves ere White surrendered.

Notes.

(a) Better we should have thought to play K. Kt. to B. third ; and if the Q. took the K. Kt. P. the following moves were probable :—

7. K. Kt. to B. third
8. R. to K. Kt. square
9. R. takes K. Kt. P.

7. Q. takes K. Kt. P.
8. Q. to K. R. sixth

threatening to win a clear piece, and ensuring the gain of another Pawn.

(b) Q. B. to K. fifth would perhaps have been stronger.

(c) The object of this move was to force an exchange of Bishops.

(d) If he had taken the K. R. P. either with R. or B., Black would have won a Piece.

(e) Taking the K. Kt. P. would have been injudicious.

(f) P. to K. Kt. fourth we should have preferred. In that case the game might have proceeded thus:—

39. P. to K. Kt. fourth

40. B. to Q. second (check)

41. R. takes Q. P. (check)

39. K. takes B. P.

40. B. to K. sixth (If K. to his fourth R. takes Q. P.)

And Wins.



Between the same players.

(Remove White's K. B. P. from the board.)

Black. (Mr. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third
4. P. takes P.
5. Q. B. to K. third
6. K. B. to Q. third (b)
7. K. Kt. to B. third
8. B. takes B.
9. Castles
10. P. to K. R. third (c)
11. Q. to Q. second
12. Q. R. to K. square
13. Kt. takes Kt.
14. P. to K. B. fourth
15. Q. to K. third
16. Q. R. takes Q.
17. P. to K. Kt. fourth
18. P. takes Q. P.
19. Q. R. to K. seventh
20. K. R. to K. square
21. R. takes R. (check)
22. P. to K. Kt. fifth
23. R. to K. fifth
24. P. to K. Kt. sixth (check)
25. B. takes K. Kt. P. (check) (e)

White. Mr. N.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth (a)
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. Q. to Q. R. fourth
7. K. B. takes P.
8. Q. takes B.
9. P. to Q. R. third
10. P. to Q. Kt. fourth
11. Q. B. to Kt. second
12. Q. Kt. to K. fourth
13. Q. takes Kt.
14. Q. to her B. fourth (check)
15. Q. takes Q. (check)
16. Castles (on K.'s side)
17. P. to Q. fourth
18. P. takes P.
19. K. R. to B. second
20. K. to B. square
21. K. takes R.
22. Kt. to K. R. fourth
23. R. to K. square (d)
24. P. takes P.
25. K. takes B.

<i>Black.</i> (Mr. B.)	<i>White.</i> (Mr. N.)
26. R. takes R.	26. Kt. takes K. B. P.
27. R. to K. seventh	27. Q. B. to his square
28. K. to R. second	28. B. takes K. R. P.
29. Kt. to K. second	29. Kt. takes Kt.
30. K. takes B.	30. Kt. to B. fifth (check)
31. K. to Kt. fourth	31. K. to B. third
32. R. to Q. R. seventh	32. Kt. to K. Kt. third
33. R. takes Q. R. P. (check)	33. K. to B. second
34. R. to Q. Kt. sixth	34. Kt. to K. fourth (check)
35. K. to B. fifth	35. Kt. to Q. B. fifth
36. R. to Q. Kt. seventh (check)	36. K. to B. square
37. K. to K. sixth	

And wins.

Notes.

(a) Forgetting, apparently, that Black can take it for nothing, on account of his threatened after-check with the Queen.

(b) P. to Q. R. third might have enabled him to maintain the P. t Q. B. fifth.

(c) Losing time.

(d) A fatal blunder.

(e) Taking R. with R. would have been still better, since it must have won a piece.

CHESS.

(From an article in the current number of the "Quarterly Review.")

ENGLAND has not hitherto been the land of arm-chair amusements. The turf and the chace, the rod and the gun, have numbered among their votaries the mass of those whose means allowed them anything beyond the vicissitudes of labour and rest. And these active sports still keep their ground, but with a difference; the sportsman of Queen Victoria's epoch, has his evening as well as his morning to employ; conviviality is chastened, and music or conversation claims the hours formerly resigned to the bottle. A similar change has been wrought among those whose mornings are passed in the more sedentary pursuits

of commerce or study. Tradesman and artisan have partaken of the movement, and through every rank of society, save the very lowest, there is evinced a preference for intellectual recreation over animal refection. Reading-rooms and mechanics' institutes multiply, and their supporters have wisely desired to vary the attractions which they present. To these and similar causes we in great measure attribute the growing popularity of Chess.

* * * * *

At the beginning of the century the most laborious search for works designed to teach chess, would scarce have discovered fifty, and most of these rare, and in foreign languages. The list might now be enlarged tenfold. Chess has truly a literature of its own. To Damiano, Philidor, Lolli, Greco, Ponziani, and the anonymous Modenese, are added Petroff, Jaenisch, Szen, Alexandre, Bourdonnais, Calvi, Laza, &c., on the continent; with our own countrymen, Sarratt, Lewis, Walker, Staunton, and a crowd of less voluminous, but ingenious contributors, from the clerical sphynx, the Rev. H. Bolton, to the unmusical, though chess-honoured names of Bone and Muff. There are manuals of every price and calibre, and both the openings and terminations of games are analysed with the most industrious accuracy. Of this, among the most striking examples are Major Jaenisch's volume on the variations of a single opening (the King's Bishop's Gambit), and M. Alexandre's quarto, the *Encyclopedie des Echecs*. The latter contains analyses of all the legitimate openings, with the different forms which they may be made to assume by probable variations in the attack or defence. It is a great literary curiosity, but we fear not likely to be often employed except by writers on Chess, or by the patient victims of a game by correspondence. Its bulk is alarming, and its notation, though not difficult, is less simple and obvious than that in the ordinary treatises. Equally remarkable in another way is a recent publication by the English Chess champion, Mr. Staunton, which compresses in a small 12mo., we will not say all that can, but all that need, be learnt from books as to the laws of the game, the best principles for conducting it, the chief openings, and their happiest variations, with examples of each from actual play by the masters, and a numerous selection of interesting Chess problems. Nor is this all; the "Chess-player's Handbook" also supplies an explanation of all the different modes of chess-notation, and a very full analysis of those various positions towards the termination of the game, where the drawing or winning turns on the nicest points of play. The work is illustrated by 200 neatly executed diagrams, the arrangement perfect, the type clear, and the price is five shillings! As a mere specimen of what printing can do in the nineteenth century, it deserves examination.

* * * * *

But Chess has not only its Handbooks and its Encyclopædias—it has also its own periodical literature. There issues monthly from the Polytechnic press "The Chess Player's Chronicle," in 40 neatly printed pages, which are wholly and solely devoted to Chess in all its forms, correspondence, challenges, anecdotes, problems, games actually played, and games which might, could, would, or should, have been played. Mr. Staunton is the Editor—the circulation large and continually increasing. Turning to the continent, we behold a rival periodical, the *Palamède*, by M. St. Amant, also popular and well conducted, though less exclusively devoted

to Chess, other games of skill occasionally finding a corner in its pages. Even the shock of the last tragic-comic Revolution has left it flourishing in republican glory.* The nomenclature may indeed be a little embarrassing, having been long since adapted in France to the ancient regime. Instead of the energetic Ferz or Vizier of the eastern game—or the stately and influential Queen Consort of the English Chess-board, our neighbours appropriately installed *La Dame*, the great lady, the reigning favourite, as head of the Court and chief prop to the Crown, while the Monarch was supported on the other side by no-mitred prelate, but the official Fool with cap and bells. We might moralize this, but we would rather speculate on the future. How will the dignitaries of the Chess-board be treated where the pictures of even a citizen-King have been regarded but as targets for patriot ball practice! *La Dame* may indeed be easily replaced by a rude figure of liberty, equality, or fraternity: and for *Le Fol*, the principle difficulty will be to select the character best entitled to bear the bells. But what name can be found unprofaned which may suit the leader of the mimic state! We shall be sorry to hear "Barricades to your President" substituted for "Check to your King," or "Mate" revolutionized into "Abdication!" There is (or lately was) an excellent journal in Germany, the *Berliner Schachzeitung*, and we believe two have been set up quite recently in the United States and in British India. . . . The clubs are almost a new feature of the case. It is true that ever since the time of Philidor one or more Chess Clubs have existed in London, but so ephemeral, that in 1843 only one remained that had told above five years: moreover, even at these the attendance was thin, and confined to a particular circle. Now, there is a club in almost every considerable provincial town, while those of our great cities nearly vie with the two here, the "London" and the "St. George's." It seems almost invidious to particularize, but Liverpool, Nottingham, Leeds, and Bristol, have produced some of the finest provincial players. Brighton also stands high, as do Halifax, Wakefield, and several other Yorkshire towns. It would be difficult to guess at the aggregate numbers enrolled in all the clubs, but we should conjecture that those of Yorkshire alone number 400 members; and be it remarked, these members are all bona fide Chess players. There is not even a well spread table to attract; coffee and tea are generally the sole refreshments. Let our readers suppose it club night, and with us take a peep at the proceedings. The room is well lighted—there is a good fire—sundry gentlemen of various ages are sipping coffee, with the addition, perhaps, of a cigar. But observe the business-like air of the meeting; our friends mean chess and nothing else. Look at that stout gentleman with very large shoes—he is a merchant, and this his recreation after severe business. Contrast his intense, though heavy application of intellect, with the air of nonchalance and assumed superiority on the keener visage of his opponent, a surgeon of small practice, but of much local celebrity as an oracle of Liberalism, and spouter at literary societies! See our solid friend has moved at last, and his antagonist, who has twice cleared his throat and four times taken snuff, in the vain hope of accelerating the process, plays on the instant. Two or three admirers behind him look approval at each other—but the destinies frown—our "man of genius"

* The Journal is continued by M. Kieseritskij, under the name (from the well-known cafe) of "*La Règence*."

has risked all in a premature though brilliant attack, and, ere long, will console himself for a lost game by confidential whispers :—" Oversight—get careless—so *very* slow—shouldn't mind the Knight—*time* him," &c. In a corner of the room the secretary is playing over, for the instruction of some of the rising members, one of Staunton's games, just reported from the metropolis. Elsewhere a visitor from a distant club is doing battle with the President, who seems fully conscious how much is expected of him. But, look where you will, all is chess—a *tournoi à l'outrance* maintained between various pairs of champions till midnight clears the lists. When it is considered that hundreds of meetings such as these take place weekly throughout England—that they are attended by persons filling a respectable place in society, and of good, perhaps superior average attainments—that they are absolutely divorced from gambling and intemperance, and require no other stimulus than that of innocent rivalry in an intellectual amusement—that they are not only finding supporters in the middle classes, but giving birth to kindred institutions among our intelligent mechanics and artisans—that there must be something in Chess not wholly unworthy the notice of our readers at large. We propose, meantime, without any pretence to deep research, to say a few words to such of those as are not wholly unacquainted with the game, on a few points which we deem interesting in its history, its practice, and its morals.

Its birth-place has been the subject of as much contest as Homer's. India, Egypt, Arabia, Greece, China, each has its claim. All attempts, however, to trace it to a classical fount are futile. Both Greeks and Romans had games resembling Draughts—possibly like Backgammon; but the two distinguishing characteristics of Chess—the various values and powers of the pieces, and the dependence of the fate of the game on that of the principal piece, are nowhere alluded to. We might add, though in this, perhaps, we shall be deemed fanciful, that we deem the spirit of the game too accurately scientific for the genius of early Greece. The claim of China seems more plausible, but we cannot be induced by the "centesimal and millesimal mode of exaggeration" prevalent among the Celestials, to believe them either the oldest nation of the East, or generally the "*repertores doctrinarum atque leporum*." The distinctive chess now possessed by the Chinese has the air rather of a game degenerated and confused, than of a great invention perfected during the lapse of 2,500 years.*

The weight of authority, as well as evidence, appears in favour of India, from whence the Arabians and Persians both admit that they received it. But if we are glad to be supported in this view by Sir William Jones, we cannot likewise subscribe to his idea that Chess, as now played, is unchanged from its original form; that this Minerva sprang complete from the brain of some Thunderer. We think that Sir William himself furnishes evidence to the contrary when he traces the very name of Chess with the titles and shapes of the chief pieces, to the Chatur-anga,†

* We are aware that we are here differing from a most learned writer—the Hon. Daines Barrington—whose article in the ninth volume of the "*Archæologia*" assigns the invention to China.

† Chatur-anga (Sansc.) signifies "the four members of an army," or elephants, horses, chariots, and foot-soldiers. It was also called Chaturāji, or the

which certainly constituted a very ancient eastern form of the game. Decisive proof is unattainable, owing to distance of place and time, and want of records; but we cannot doubt that practice discovered imperfections which were gradually corrected.

* * * * *

But be this as it may, the Persians affirm that the game reached them from India in the sixth century, and we might naturally suppose that it would enter Europe *via* Constantinople, whither every product of the East found its way; and in point of fact, we find this to have been the case, as our earliest European notices of the game are drawn from Byzantine writers.*

* * * * *

Wherever the game was introduced, it appears to have rapidly acquired popularity—a result hardly to be wondered at in an age when scarcely any intellectual resources were accessible save to the clergy. Spain and Italy seem to have early attained a pre-eminence in skill, which the latter did not lose until the middle of the last century.

But if the skill of other nations were less, the keenness—we had almost said ferocity—with which the game was pursued, appears to have been greater in the North. We have an unpleasant proceeding on the part of Canute recorded, how he made away with a nobleman to whom he was under deep obligation, because he refused to be cheated point blank. Nor was there much dignity in the later squabble between our Henry I., when prince, and the Dauphin, who revenged a series of defeats by striking his adversary with the chess-board, and was in turn most unroyally drubbed by the English fist; but generally, wherever chess is mentioned in old chronicles or metrical romances, it is as the occasion of some act of violence or bitter feud. The great size of the early chessmen,† and the use of metal in the boards, must have rendered them tempting weapons for an angry man—the rooks, especially, seem to have been often used as Homer's heroes employ some huge stone.

As the anecdotes approach modern times they assume a more civilized character. There was something almost chivalrous in the manner in which great players, especially those of Spain and Italy, as Ruy Lopez, Paolo Boi, and Leonardo il Puttino, used to traverse land and sea in search of a worthy antagonist. And though we may not think that the first of these worthies was appropriately rewarded by Philip II. for his skill with a bishopric, we read with pleasure of the encouragement which in those days, lords and dukes and noble princes used to give to a game

Four Kings, since it was played by four persons, two allied against two, each commanding eight pieces. The board contained sixty-four squares, as now. There were many grades of success, up to a complete victory, the stakes won varying proportionably. A throw of dice decided which piece should be moved, or at least restricted the player's choice.

* For instance, it is alluded to by Anna Comnena, in the twelfth book of her "Alexias," in a manner which shews that in the twelfth century it was familiar there. A most costly set of chessmen, extant till the revolution at the Abbey of St. Denis, were dressed in the Greek garb of the ninth century; and Sir F. Madden (who has collected all the earliest stray notices of the game) respects the tradition that these pieces had been a gift from the Eastern Emperor to Charlemagne.

† See Sir Frederick Madden's "Remarks on the Ancient Chessmen found in the Isle of Skye."

which was almost a science. No amusement has been patronized by so great a variety of remarkable personages, as chess. Charles XII, of Sweden, was passionately fond of it, though his play had the characteristic imperfection—'qu'il faisait toujours marcher son roi.' The calmness with which he could sit down to the game, when he had barricaded his house at Bender, contrasts curiously with the headstrong folly which prompted so desperate a resistance. The Marechal Bouffiers was a skilful player. Napoleon found the game a great resource, especially in his monotonous captivity at St. Helena; there is something melancholy in the thought, how often his mind must have wandered from the mimic troops before him to other fights in other fields; yet perhaps the best inscription for Napoleon's Chess-board (which we trust is at Madame Tussaud's as well as his Waterloo chariot) might be supplied by Juvenal's lines:—

*Atque minam his potius nugis tota illa dedisset,
Tempora servitæ, claras quibus abstulit orbi
Illustresque animas.*

We cannot add, especially so soon after the 18th of June,

Impune et vinlice nullo !

Charles I. was actually playing when he received the news that the Scots intended to deliver him up. Frederick the Great, Elector of Saxony, returned calmly to his game after yet bitterer tidings. Certainly, one of the characteristics of the game is its power of engrossing the mind, and withdrawing it from subjects of painful contemplation. We have found its absorbing interest deaden even the force of acute bodily pain. The reason of this is doubtless to be found in the boundless range of combinations, in which the mind may wander without ever seeming to go too far.

It has often been asked, are great abilities requisite to make a first-rate Chess player, and the undervaluers of the game have replied triumphantly, by pointing to the number of men who have shone as Chess players, and in no other line. Yet this reply is not conclusive, unless it could be also shewn, that these men laboured earnestly for higher successes, and failed. Chess, no doubt, like other amusements, has been the occasion of wasted talents and lost opportunities. Few are aware, possibly, that before Philidor addicted himself strongly to Chess, he had obtained considerable celebrity as a composer, and had written an opera which was much admired. We may lament such cases, but must not argue as though they were not. For ourselves, we have seen clever men who were decidedly muddle-headed over a chess board; but we never saw any person attain to excellence in the game with ease, who was not possessed with superior abilities. Indeed, whatever may be the faults of Chess, it cannot be charged with that of being too easy. Lord Bacon censured it as too wise a game. Walter Scott withdrew from it, alleging, that "he saw a man might learn another language with less strain to the mind." Lively people, not to dwell on such great geniuses, often find it too laborious for a recreation, dull ones constantly give it up in despair. In short, to shine at it, requires uncommon readiness and accuracy of calculation.

* * * * *

But we must hasten to a part of our subject, where true Chess players will be more likely to find fault with the quality than with the quantity of our remarks. With regard, then, to the practice of Chess, we would first observe, that it has now obtained a most desirable uniformity. All over Europe (with the exception of one village)* it is played alike. So also in the New World, and in British India. In China there still prevails a clumsier form of the game, but this is a matter of little concernment to any but the Celestials themselves. In the accessible regions of the world, as we have observed, one general mode obtains. To point out one or two technicalities—the Italian method of castling, which allowed the king and rook to exchange places, or occupy any intermediate squares, has now nearly disappeared. Taking *en passant* at an adverse pawn's first move, is universally admitted; so is the choosing what piece one will for a pawn pushed home, even to the extent, if needful, of half a dozen queens at once. An equally important improvement is the reckoning stalemate as a drawn game.

Another advantage has arisen from the multiplication of clubs, and consequent publication of accurate rules, viz., that the strict game is now played, instead of those courteous surrenders of advantages offered by a heedless adversary, which used often to make winners of those who had received back two or three leading pieces in the course of the game. These were a source of endless unpleasant discussions, besides being in themselves an absurdity. We confess we have no notion of rewarding an opponent for his oversights; we would shew him as little mercy as Mr. Smith O'Brien would to Lord Clarendon. Nay, we should be moved hereto by a consideration of his benefit as well as our own, for why should we teach him vacillation and heedlessness. But should you have an opponent not inured to this rigorous procedure, then, reader, let us commend to you a suggestion of Mr. Richard Penn, F.R.S., whose "hints" are as judicious as they are quaint.

"Some persons," he says, "when they are playing with a stranger, who entreats to be allowed to take back a move, let him do so the first time; then, almost immediately after, put their own Queen *en prise*, and when the mistake is politely pointed out to them, they say that they never take back a move, but that they are ready to begin another game."†

Perhaps the most remarkable instance on record of a strict enforcement of the tenor of Chess-law, occurred in the celebrated match by correspondence between the London and Edinburgh Clubs. At the 27th move of the second game, the London Club threw a rook away. How they did so Mr. Lewis explains in the following words:—"The 26th, 27th, and 28th moves were sent on the same day to the Edinburgh Club; this was done to save time. It so happened that the secretary, whose duty it was to write the letters, had an engagement which compelled him to leave the club two hours earlier than usual; the letter was, therefore, posted at three instead of five o'clock, in the meantime one of the mem-

* Stroebeck holds certain privileges by a chess tenure, and the game there played, differs from the ordinary one in many important particulars.

† Some of the woodcuts in Mr. Penn's instructive and amusing little book, are from sketches by his friend Sir F. Chantrey. In several of these, both Sir Francis and Mr. Penn are felicitously hit off as anglers, but one of the best, exhibits them at Chess, the great sculptor thus seeking consolation under gout, as witness his flannelled limb and footstool.

bers discovered that the second move (the 27th) had not been sufficiently examined. An application was immediately made at the post office for the letter, which was refused; in consequence, a second letter was transmitted by the same post to the Edinburgh Club, retracting the second and third moves, and abiding only by the first. The Edinburgh Club, in answer, gave it as their decided opinion, that the London Club were bound by their letter, and that no move could be retracted; they, therefore, insisted on the moves being played; the London Club conceded the point, though they differed in opinion.

We cannot but think, under all the circumstances, the Edinburgh Club were to blame. What rendered the mishap more vexatious to the Londoners was, that, whereas they had won a game before, they now barely lost it, and thereby the match, which the winning of this game would have decided in their favour. There can be little doubt, the London Club (then comprising Messrs. Lewis, Fraser, and Cochrane) was the stronger of the two. On the part of Edinburgh, we believe, the lion's share of the work fell to the late Mr. Donaldson. Let not any beginner suppose the task of conducting such a task, a light one. True, there was no railway then, and only one letter was exchanged per week, containing a single move in each of the games which were going on simultaneously. But, that single move! let no man, who has not nerves of wrought iron, a brain of clockwork, and, above all, a glut of leisure, engage in a game by correspondence. Let us grant (what was not true twenty-five years since) that the books will now carry you through the first ten moves without risk of serious error, or any greater labour than to hunt out the results arrived at in the best analysis.

Still, after those moves, a far more complicated series will come, which you must investigate for yourself. The difficulty of this task will vary, and is from time to time suspended by forced moves, as in cases of check, &c. Nevertheless, that difficulty will appear, on the lowest calculation, to be of a most formidable character. Seven cards may be played 5,040 different ways. Think then, reader, what it must be, to analyse all the most likely variations in the conduct of so many pieces, seven moves deep on each side.* The division of labour in a numerous committee, of course lightening a burden, else too heavy for the broadest shoulders.

The match between Paris and Pesth is particularly instructing. To a Frenchman, what an anti-climax in Paris and Pesth! However, the Hungarians, headed by the famous Mr. Szen, won *both* their games—in their conduct of which, it is difficult for the most hypercritical to detect a flaw. The French players, it is true, suffered early in the match the loss of the veteran Des Chapelles, but as they could only have retained his services, on condition of playing an untenable counter-gambit, we must rather congratulate them on getting rid of so crotchety an ally. The Nestor of Parisian Chess, indignant at seeing his pet move, the darling of his fancy, so rudely slighted, offered to play his own opening against all the rest of the committee, but prudently declined to stand by his challenge when accepted.

* No move would be considered sound, which would not bear this amount of scrutiny. Of course, many variations, even of those which looked promising are dismissed, after a move or two, as untenable. Else the task would be impossible.

This was not M. Des Chapelles' first retreat under similar circumstances, and unless documents, as well as rumours, be much given to lying, the contagion of his example subsequently affected his Chess lieutenant, M. St. Amant.

* * * * *

We have often heard the remark, that "Chess would be all very well were it not so very difficult to find persons to play with." Nor is this complaint wholly groundless as regards people residing in the country, not the "*rus suburbanum*," but the veritable country with its pomp of groves and garniture of fields—nothing within thirty miles larger than a quiet market town. In such a locality, the squire or parson may think himself fortunate if he get a game in a month with a passing stranger, or can train up some of his own family circle to make a respectable fight. We know an old gentleman, many years a widower, who was a real enthusiast for Chess, though but a third-rate player. Being hospitably given, he was seldom long without an antagonist, but, when the daughters, who had done the honours of his table, were married and settled far off, and he found the effort of entertaining friends daily greater, he looked out for a sensible woman, who could play at chess, and, having satisfied himself that she would be a good match for him, took her for "better for worse." Our own impression is, that she was a little the better, but, if so, Griselda might have taken a lesson from her, for she managed to be always a game or two behind. For ourselves, we believe we are capable of much self-devotion—much self-sacrifice. We would ride for our friend—dine for our friend—canvass, puff, speechify, and huzzah for our friend, but, to lose a game of chess to him deliberately, to endure with a decent face his efforts to console, and "patronize us as beaten," we cannot extend so far, nor can we advise our chess-playing country friends to choose a wife on the grounds above set forth. They must be patient and hopeful, and they will enjoy an occasional bout keenly, in proportion to its rarity. But in large towns, no chess player, whether resident or a casual visitor, need be at a loss; he has but to find out when a club meets, and who are its members, and the freemasonry of chess will do the rest.

And here we may observe, that there are sundry delusions prevalent concerning chess, which are only to be dispelled by playing in the clubs. We will notice a few of these, owning our obligations once more to Mr. Penn, and to an ingenious writer in the "Chronicle," Captain Kennedy. They will be found principally to belong to the class of errors learnedly called "*edola specus*," derived from receiving objects from a confined position and in a false light. We pray the indulgence of our readers, should we perchance demolish any cherished idol of their own.

Delusion the first.—That to take odds destroys the interest of the game, and that to offer them to a person with whom you have played but a game or two, is a great act of presumption, whereas, in fact, in the great majority of cases, without odds given, the game is a certainty, and, therefore, lacks interest; and a good player can see in a few minutes what is the relative strength of his antagonist.

Second.—That Mr. Heavyside, or any other hard-headed man, can, by intense exertion of mind, if his game be once fairly opened, make head against a first-class player with a decent chance of success. This delusion is probably fostered by the care which a man, who has a chess

reputation to lose, will always exert at first in playing with a stranger. Nevertheless, Mr. Heavyside's cake is dough. There is a gulph between a half-trained country amateur and the leading member of a good club, which no inspiration of genius or effort of calculation will overleap.

Third.—That in the progress of a game at chess, it is sacrilege for a by-stander to speak a word; on the contrary, any one who plays among players must expect to hear many remarks made. This is trying at first, but occasionally gives a useful lesson, and is rarely attended with serious inconvenience. Bad players are either prudently silent or speak quite beside the mark, while good ones take care to make no comment which can affect the progress of the game.

Fourth.—That a game at chess may be of indefinite length, may outlast the Trojan war, or be transmitted (as we have read in sundry veracious Magazines) from father to son. This is all "bosh;" good games are mostly decided in fifty moves on each side, and, except in the case of a set match, where reputation is at stake, nineteen out of twenty are concluded within an hour. There are some awfully slow players, but they usually play so badly that they are beaten pretty soon, in spite of their delays.

Fifth.—"That it is illiberal to play the strict game." To this we can only reply, that other methods are but a miserable imitation. People talk of the hardship of losing a game by an oversight and so on. It is much harder to arrive at nothing but "conclusions inconclusive," and to have the game terminate in an Irish discussion, which of the two parties made the greatest blunders. To put the question on its right footing, a quick sight of the board, and close attention during play, are important merits at chess. A player must fail in both ere he can make a gross oversight; let him be punished accordingly, or he will never learn to do better.

These are some of the popular idols—there are many more, which want of space compels us to leave unbroken. But is the game itself an idol—useless and valueless? or, is it worth the attention of the reflective, and the time of the prudent man? These are grave questions; we can but help our readers to form a conclusion, which will be—perhaps ought to be—different in different minds, but generally, we think, favourable to this fascinating game.

The weight of authority is strongly in favour of the practice of chess. We have honestly quoted two great names against it, we can remember but one more of any consequence.

"Who then, that has a mind well strung and tuned
To contemplation, and within his reach
A scene so friendly to his favourite task,
Would waste attention at the chequered board?
His host of wooden warriors to and fro,
Marching and counter-marching, with an eye
As fixed as marble, with a forehead ridged
And furrowed into storms, and with a hand
Trembling, as if eternity were hung
In balance on his conduct of a pin."

These lines are not bad, but we doubt Cowper's competence to judge of the question. His mind, exquisitely amiable, was never healthy, his

recreations were generally those of a hypochondriac or a humourist, and, we really believe, that he might have been less subject to morbid imaginings—more fitted to turn his intellectual powers to practical account—had he given to the close and methodical calculations of chess some of those hours which he passed in gazing dreamily on the drawing-room fire. On the other hand, we might multiply the names of eminent men—some already alluded to—with whom chess has been a favourite recreation. Among those who have written in praise of the game, Franklin first occurs to us. His "Morals of Chess," are well known. If he be deemed too utilitarian (though, by the way, the objections to chess are more frequently of that school), we would refer to a writer of the present day, whose powers of imagination have been brilliantly exemplified "Now and Then," but who is not less distinguished for sound sense and practical sagacity.* Mr. Samuel Warren, in his "Introduction to the Study of the Law," a work for which we anticipate a permanent popularity, is not daunted by the Baconian obitu dictum, but strongly recommends chess as a most desirable recreation for those who are training for legal honours. He regards it, and, we believe most truly, as involving much wholesome mental discipline, temper, vigilance, rapid and long-sighted combinations, all being in requisition. Indeed, it is difficult to conceive a game more commendable on these grounds. As a school for the temper, we hold it in especial esteem. Young players are constantly seen quarrelsome over the board, or angry, perhaps sulky, after defeat. Not so with veterans. We have taken part in a meeting where more than seventy skilful amateurs have been variously paired in conflict, all the live-long day, without a hasty expression being heard, or a cross look seen. Surely these had learned some self-command during their noviciate. Nor is defeat the only trial of temper to which a true chess player learns to rise superior, "twere pity of his life else!" He may be matched with a slow player, with a hesitating player, with a garrulous player, worst of all, he may have at his elbow, or full in his sight, one of those pitiless and ill-omened bores, whom the French term *comètes*, a person in whose presence he feels it impossible to win.

* * * * *

The self-command acquired under the necessity of resisting these petty trials, is one most valuable result of Chess. The intellectual drilling has also its value, partaking, as it does, both of the accuracy and of the ingenuity of mathematical study; this value, however, will be different to different minds, and we can conceive that there are those for whom some purely imaginative recreation might be more profitable. Still, while games of skill are encouraged, Chess must take the lead among them.

* It seems almost sacrilege to write of chess without alluding to *Vida's* beautiful poem; but, the truth is, that its merits are of a kind totally foreign to any practical view of the subject. It does not teach the game, nor shew its moral or social advantages, nor the mode in which it may be best enjoyed. But it is a treasure to the classical scholar, as shewing how objects, unknown in classical times, may yet be justly, elegantly, and poetically described in a dead language.

Of its superiority there can be no more satisfactory proof, than the readiness with which it is played, for no stake, but honour. The shilling or sixpence, which is the regular stake at many clubs, is no contradiction to this rule. It is not staked in order to give an interest in the game, but to compel players to equalize the contest, by giving and receiving odds, and it may be omitted with advantage, when the parties are well matched, and often in the habit of meeting. We are not writing a panegyric on Chess, though we confess a sincere wish to see it yet more generally practised. We conceive it likely to be highly useful in supplanting coarser and less instructive amusements, especially among the working classes; yet we know, that, like other good things, it is open to abuse, and we would, therefore, conclude this our offering to "Caissa," by a few "Cautions to Chess Players," if not all original, yet all confirmed by our own experience.

1. Chess not until the business of the day is fairly done, and you feel that you have earned your amusement.
 2. Chess not in mixed society, when it is likely that your antagonist and yourself will be missed from the circle by either hostess or company.
 3. Chess not with persons much older than yourself, when you feel sure that you can beat them, but not sure that they will relish it.
 4. Chess not with your wife, unless you can give her odds, and then take care rather to overmatch yourself.
 5. Play not into the "small hours," lest the duties of the next day should suffer from scanty rest or late rising.
 6. Do not commend your adversary's play when you have won, or abuse your own when you have lost. You are assuming in the first case, and detracting in the second.
 7. Strive to have no choice as to board or pieces, &c., but, if you have any, never mention it after a defeat.
 8. Mr. Penn recommends you "not to be alarmed, if your adversary after two or three lost games, should complain of a bad headache." We add, beware of attempting to alarm him by the like complaint, in like case.
- Lastly. Idolize not Chess. To hear some people talk, one might think, there was "nothing else remarkable beneath the visiting moon." Chess is not a standard for measuring the abilities of your acquaintance, nor any epitome of all the sciences, nor a panacea for all human ills, nor a subject for daily toil and nightly meditation. It is simply a recreation, and only to be used and regarded as such. The less selfish you are in its pursuit, the more patience, the better temper you bring to the practice of it, the better you will illustrate the merits of Chess, as the most intellectual of games, and establish your own character as a philosopher even in sport.



THE CHESS EUCLID, A COLLECTION OF TWO HUNDRED CHESS PROBLEMS AND END GAMES, COMPOSED BY HERR KLING. London, 1849. Hurst and Co.

WE know of no better assistant to the young player than the study of fine problems. In them he sees the advantage of position over material practically shewn, and the example they so often present of victory achieved under circumstances apparently desperate, is of all things the most instructive and encouraging to him. But it is not alone as stepping stones to improvement for the tyro, that end games, especially such as those by the ingenious Mr. Kling, are valuable; they contain a fund of entertainment for the master also—and as a resource against the tedium of a long journey by railway or steam-boat, or in the sad hours of the sick-chamber, must prove an unfailing and invaluable companion.

The majority of these subtleties, which commence with the simple mates in two, and extend through the labyrinthine complexities of those in ten, twelve, and even twenty-five moves, have appeared before, but scattered through the various periodicals devoted to chess during the past ten years.

In the very pretty volume on our table they are now presented for the first time collectively, carefully revised and arranged by the author himself. Each diagram is beautifully printed in colours, red and blue, so that the student may puzzle out the easier mates without the aid of board and men, a process strongly to be recommended in the case of those who look for improvement. When he has fairly mastered the whole of those in three moves, without being tempted to seek assistance from the solutions at the end, we shall think him very dull or very ungrateful if he does not acknowledge "The Chess Euclid" to be an indispensable appendage to the library of every one who has taste or talent for the game.

OBITUARY.*

IF time seems to forget the peaceful players of chess, as though this occupation were, for them, a right of longevity, cruel fate has lately reminded even *them* that they are mortal. In our towns, now in mourning, each family can count its losses, and the great family of chess players have also to deplore their own, and to pay to them a parting tribute.

Mons. Desloges, one of our most powerful amateurs, has died at an advanced age; but, up to his last moments, he retained the brilliant qualities which established his reputation. "He was," said Labourdonnais, "the scourge of *Mazettes*;" and they whom our master treated thus, would still pass for strong players. No one knew better how to give odds, sometimes great odds, too, and afterwards find means to defeat his adversary. Thus, he challenged one of our best players, who, not being

* From "La Regence."

able to win of him at the pawn and move, challenged him even, and gained. M. Desloges had the advantage of assembling around him many lookers-on who were anxious to enjoy his inexhaustible resources. All the Betters were for him : he will live in the memory of those who have known, and regret him.

The epidemic has also just deprived us, in a few hours, of M. de Vaucoret, at the age of 71. He was one of our solid players, pursuing nearly the same line as M. Desloges. He was daily at the Café, ready to engage his old friends, accepting challenges, and taking part in the tournaments, descending, sometimes even, to the game of *dominoes à quatre*. He has left a void among us. The mildness and amenity of his manner will be long remembered.

M. de Merlini, member of the *Cercle*, has also fallen a victim to the epidemic. Although aged 81, he was still hale, and often came to visit us. He cultivated the science of chess ; but, as an amateur, who had a good deal to learn : he was a truly good man, and we know that the poor will shed many tears over his tomb, as one of those men who ought never to die.

The English General, Baker, died towards the end of May, in consequence of a fall, which his very advanced age rendered mortal. Settled in France, he was an old member of the *Cercle*. He had always cherished the love of chess, of which he was one of the most ardent adepts. He was, in heart, the rival of M. de Merlini. Each of us has his faithful portrait, in the lithographed print which represents the great match between Mr. Staunton and M. St. Amant.

M. Seney d'Argences, Judge of the civil tribunal of Pont Audemer, departed this life on the 26th May, at his estate of Bellemare. He was a subscriber to our Journal, and a zealous amateur of the noble game.

This terrible malady has also deprived us of M. Benoist, a frequenter of the Café de la Règence. At chess he was not very strong, but full of ardour.

Within a few months we have also lost Dr. Vivien Deslandes. Considerations of health had compelled him to cease to cultivate the game of chess ; but he continued to frequent the Café de la Règence, where he was esteemed by every one for his amenity of character.

M. Cordier, formerly representative of the department of the Jura, inspector-general of bridges and causeways, has just died at the age of 63. As an amateur of chess, he passed with us the few hours that his important occupations allowed him.

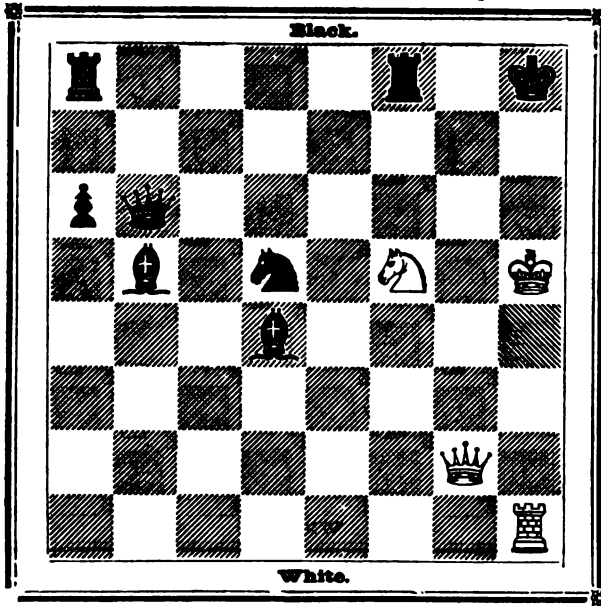
Never have we had so many, and so severe, losses to record at the same time. Let us pay our tribute to the departed, strengthen our ranks, oppose our peaceful games to the passions of the moment, call to our aid some young recruits, and, as one sole and great family, we may contend with advantage against every evil.

BENOIT CHAMPÉL.



By the celebrated ANONYME of Lille.

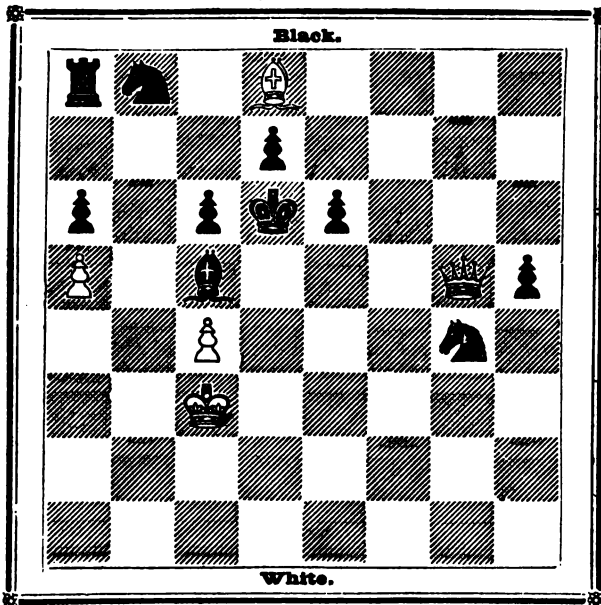
The politeness of our esteemed contributor, M. Kieseritzkij, enables us to present the two following original and beautiful positions.



White to play and Mate in six moves.

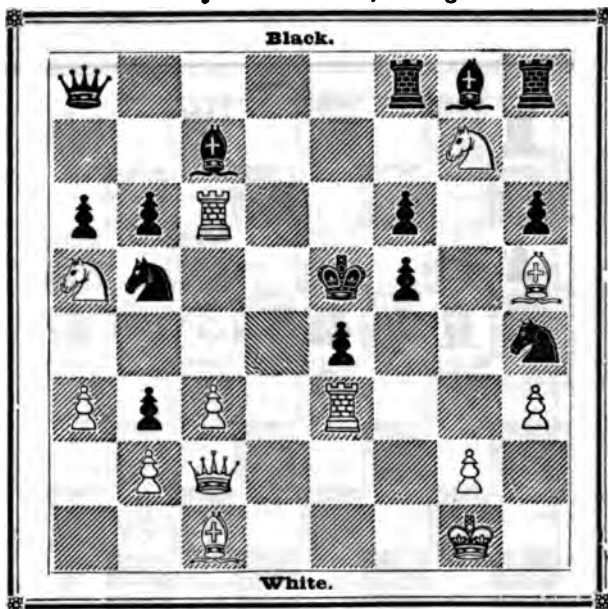
PROBLEM, No. 46.

By the same.



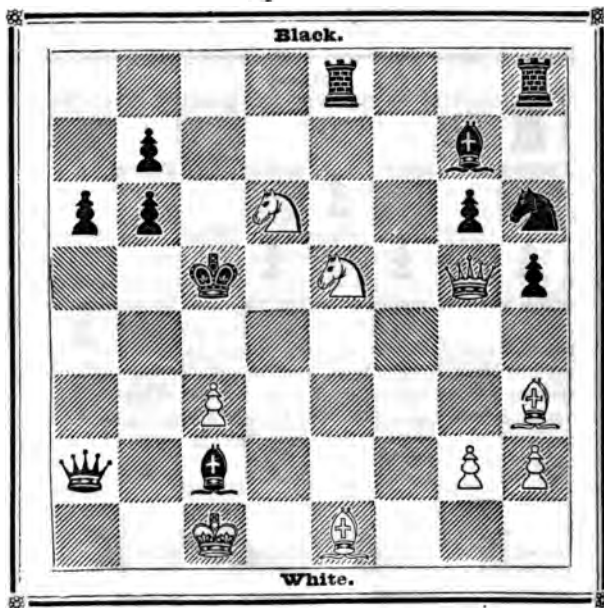
White to play, and Mate in six moves.

PROBLEM, No. 47.
 By Mr. F. DEACON, of Bruges.



White moving first, to Checkmate in seven moves.

PROBLEM, No. 48.
 By the same.



White moving first, to Checkmate in seven moves.

CHESS TOURNAMENT IN PARIS.

In a preceding number we gave some account of this interesting contest between the members of the Cercle des Echecs, and the chief frequenters of the Café de la Régence. We have since received a few of the games, of which the following two are perhaps the best.



Played between M. SABORIO and M. le Dr.
LAROCHÉ.

White. (M. S.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. K. Kt. to Q. third
9. P. to K. Kt. third
10. K. Kt. to K. B. fourth
11. Q. Kt. to B. third
12. Q. B. to K. third
13. P. to Q. R. third (b)
14. K. B. to Q. R. second
15. Q. to her third
16. K. to B. second
17. K. Kt. to his sixth
18. Kt. takes R.
19. Q. R. to K. square
20. P. takes P. (d)
21. Q. to her B. fourth (e)
22. Q. Kt. to Q. fifth (f)
23. K. to B. square
24. R. takes Kt.

Black. (M. le Dr. L.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. K. Kt. to R. third
7. P. to Q. third
8. P. to K. B. sixth
9. Q. Kt. to B. third
10. K. Kt. to his square
11. K. B. to K. Kt. second
12. P. to Q. R. third (a)
13. P. to Q. Kt. fourth
14. Q. to K. second
15. K. Kt. to B. third
16. Castles (c)
17. Q. to her second
18. K. takes Kt.
19. P. to Q. Kt. fifth
20. Q. Kt. takes Q. Kt. P.
21. Q. Kt. takes Q. B. P.
22. Kt. takes K. P. (check)
23. Kt. takes B. (check)
24. Kt. to Q. seventh (check)

And White surrendered.

[Notes.

Notes.

(a) This is feeble play. Black should rather have brought a leading piece into action.

(b) K. to B. second appears a preferable move.

(c) A serious oversight indeed. He ought to have played out his Q. B., and then have Castled on the Q.'s side.

(d) Subjecting himself to attack without any necessity whatever for doing so. Why not have played the Kt. to Q. fifth?

(e) Q. to her second would obviously have cost White a piece; and if Q. to her square, Black must always have gained a Pawn.

(f) This loses him the game.



Played between M. WARET and M. le Dr.
LAROCHÉ.

White. (M. W.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to B. third
4. P. to Q. B. third
5. P. takes P.
6. K. B. to Q. B. fourth
7. Castles
8. K. B. to Q. Kt. third
9. K. Kt. to Kt. fifth
10. Q. to K. R. fifth
11. Kt. takes K. B. P.
12. Kt. takes K. R. P. (double ch.)
13. Kt. to K. Kt. eighth

Black. (M. le Dr. L.)

1. P. to K. fourth
2. P. takes P.
3. K. B. to Q. Kt. fifth (check)
4. P. takes P.
5. K. B. to Q. B. fourth
6. P. to Q. B. third
7. P. to Q. Kt. fourth
8. K. Kt. to K. second (a)
9. Castles (b)
10. P. to K. R. third
11. Q. to her B. second
12. K. to R. second

Checkmate

Notes.

(a) Badly played. From this point White obtains an overpowering attack.

(b) Making bad worse. In similar situations the best resource is throwing forward the Pawn to Q. fourth.

CHESS IN THE METROPOLIS.



Irregular
Opening.

Instructive game between two London Amateurs.

White.

to K. fourth
takes P.
B. checks
B. to B. fourth
Kt. to B. third
takes P. *en passant*
to Q. fourth
B. to K. Kt. fifth
Kt. to K. second
to Q. second
Kt. to K. Kt. third
Kt. to K. second
takes Kt.
to Q. third
to K. R. fourth
takes B.
to K. fourth
to Q. fifth
files on Q.'s side
to K. Kt. fourth (a)
takes Kt.
to K. Kt. third
to K. fourth (c)
takes R.
takes P. (check)
to K. R. fifth (d)
to Q. B. third
takes K. P.
to K. Kt. fifth
takes Q. Kt. P. (f)
to Q. second

Black.

1. P. to Q. fourth
2. K. Kt. to B. third
3. Q. B. to Q. second
4. Q. B. to K. B. fourth
5. P. to K. fourth
6. P. takes P.
7. K. B. to Q. third
8. Castles
9. Q. to K. square
10. P. to Q. R. third
11. B. to K. Kt. third
12. P. to Q. B. third
13. R. takes B.
14. Q. Kt. to Q. second
15. B. takes B.
16. P. to K. fourth
17. R. to K. R. third
18. Q. to K. second
19. Q. R. to Q. B. square
20. Kt. to Q. B. fourth
21. B. takes Kt.
22. R. takes K. R. P. (b)
23. R. takes R.
24. P. takes P.
25. K. to R. square
26. Q. to Q. B. second (e)
27. P. to K. Kt. third
28. B. to K. B. square
29. Q. to Q. B. fifth
30. R. to Q. square
31. Q. to Q. sixth

White.

32. Q. to R. square (g)
33. K. to Kt. square
34. Q. to Q. B. square
35. K. to R. square
36. R. to K. square
37. Q. to B. second
38. Q. to Q. R. fourth
39. Q. to K. fourth
40. R. to R. square
41. Q. to Q. Kt. seventh (A)
42. P. to Q. R. fourth
43. P. to Kt. fourth
44. R. takes Q.
45. K. to R. second

Black.

32. Q. takes Kt. (check)
33. R. to Q. Kt. square
34. Q. to Q. sixth (check)
35. R. to Q. square
36. Q. to K. B. sixth
37. B. to K. second
38. Q. takes K. B. P.
39. B. takes K. Kt. P.
40. Q. to K. B. fifth
41. Q. to K. R. seventh
42. R. to Q. Kt. square
43. R. takes Q.
44. B. to K. B. third
45. B. takes P.

White resigns.

Notes.

(a) We should have thought that taking Q. B. P. with P. and then Q. to her Kt. third (check), would have been more effective.

(b) This is not well calculated, but White neglects to avail himself of all the advantages it affords.

(c) P. to Q. sixth appears to us much better play.

(d) Merely losing time. He should rather have played the Q. to her third again, threatening mate.

(e) Promising to check with the B., and then mate with his Q.

(f) Having a Pawn more, White's game was to exchange Queens. His present move is fatal.

(g) He has no resource.

(h) Had he taken the K. Kt. P., Black would have won his Q.



Captain KENNEDY gives Pawn and move to one of the strongest players of the Reading Chess Club.

(Remove Black's K. B. P. from the board.)

White. (AMATEUR.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third

Black. (Capt. K.)

1. P. to Q. third
2. K. Kt. to B. third
3. P. to K. fourth

White. (AMATEUR.)

4. P. to Q. fifth
5. P. to K. B. fourth
6. Q. B. takes P.
7. Q. to Q. second
8. K. B. to Q. third
9. Kt. takes P.
10. P. takes Kt.
11. P. to K. Kt. third
12. Castles
13. P. to Q. B. third
14. Q. R. to K. square
15. P. to K. R. third
16. P. to K. Kt. fourth
17. Kt. to K. second
18. K. B. to Q. B. second
19. Kt. to Q. fourth
20. Q. B. to K. Kt. fifth
21. Q. B. takes B.
22. P. to K. R. fourth
23. P. to Q. Kt. third
24. Q. takes B.
25. K. R. to R. second
26. K. R. to K. second
27. R. takes R.
28. K. to Q. second
29. P. to Q. Kt. fourth (b)
30. Q. to K. fourth
31. K. to Q. B. second
32. R. to K. square
33. R. to K. second
34. K. to Q. square
35. R. to K. square
36. Q. takes R.
37. Q. to Q. second
38. Q. to Q. B. square
39. Kt. to Q. B. second

Black. (Capt. K.)

4. K. B. to K. second
5. P. takes P.
6. Castles
7. P. to Q. B. third
8. P. takes P.
9. Kt. takes Kt.
10. K. B. to K. R. fifth (check)
11. K. B. to K. B. third
12. Q. to Q. Kt. third
13. Q. B. to K. Kt. fifth
14. Q. Kt. to Q. second
15. Q. B. to K. R. fourth
16. Q. B. to K. B. second
17. Kt. to Q. B. fourth
18. Q. B. to K. Kt. third
19. P. to Q. R. fourth
20. P. to Q. R. fifth
21. R. takes B.
22. P. to Q. R. sixth
23. B. takes B.
24. Q. R. to K. B. square
25. K. R. to K. B. eighth
26. Q. to Q. R. third
27. R. takes R. (check)
28. Kt. to Q. sixth (a)
29. Kt. to K. fourth
30. Kt. to Q. B. fifth (check)
31. Kt. to K. fourth
32. R. to K. B. seventh (check)
33. Q. to Q. B. fifth (c)
34. R. to K. B. eighth (check)
35. R. takes R. (check)
36. Q. takes Q. R. P.
37. Q. to Q. Kt. eighth (check)
38. P. to Q. R. seventh
39. Kt. to Q. sixth

White resigns.

Notes.

(a) Black threatens to win his opponent's Q. by playing R. to Q. B. eighth next move.

(b) It is obvious that if the Q. captures the Kt., she is lost by R. to Q eighth (check), &c.

(c) The decisive move. After this apparent *coup de repos*, White's game is in bad case. He may indeed protract his defeat for a few moves, but the result is inevitable.



Well fought game between Mr. E. WILLIAMS,
and Mr. H. E. BIRD.

White. (Mr. H. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to Q. third
6. Castles
7. P. to Q. B. third
8. Q. Kt. to Q. second
9. P. to Q. B. fourth
10. P. takes P.
11. Q. to Q. Kt. third
12. Q. to Q. B. second
13. P. to Q. R. third
14. P. to Q. Kt. fourth
15. Q. Kt. to Kt. third
16. Q. B. to Kt.'s second
17. K. Kt. to Q. second
18. P. to K. B. fourth
19. R. takes P.
20. R. to K. R. third
21. Q. R. to K. square
22. K. Kt. to B. third
23. K. Kt. to K. fifth
24. P. takes B.
25. Q. B. to B. square (d)
26. R. to K. R. fourth
27. B. takes B. P.
28. K. to R. square

Black. (Mr. E. W.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to Q. third
6. Castles
7. Kt. to K. fifth
8. P. to K. B. fourth
9. P. to Q. B. third
10. P. takes P.
11. K. to R. square
12. Q. Kt. to B. third
13. P. to K. R. third
14. P. to Q. R. third
15. Q. to K. B. third
16. P. to K. Kt. fourth
17. P. to K. Kt. fifth
18. P. takes P. in passing (a)
19. Q. to K. R. fifth
20. Q. to K. Kt. fourth (b)
21. K. R. to K. Kt. square
22. Q. to Kt. second
23. B. takes Kt.
24. Q. B. to K. third (c)
25. P. to K. B. fifth
26. Q. R. to K. B. square
27. Kt. to K. Kt. fourth (e)
28. Q. Kt. to K. second

<i>White. (Mr. H. B.)</i>	<i>Black. (Mr. E. W.)</i>
29. Q. Kt. to Q. fourth	29. B. to K. B. second
30. P. to K. sixth (<i>f</i>)	30. R. to K. Kt. third
31. B. takes B. (<i>g</i>)	31. Q. takes B.
32. Q. takes Q.	32. R. takes Q.
33. B. takes Kt.	33. R. takes B.
34. R. takes P. (check)	34. K. to Kt. second
35. R. to K. R. third	35. R. to K. fourth
36. R. to Kt. third (check)	36. Kt. to Kt. third
37. R. to Q. B. square	37. R. to Q. B. square
38. R. to K. B. square	38. R. to K. B. square (<i>h</i>)
39. K. to Kt. square	39. R. takes R. (check)
40. K. takes R.	40. R. to K. fifth
41. P. to K. seventh	41. K. to B. second
42. Kt. to B. fifth	42. R. to B. fifth (check)
43. R. to B. third	43. P. to Q. Kt. third
44. K. to B. second	44. P. to Q. R. fourth
45. P. takes P.	45. P. takes P.
46. K. to Kt. third	46. R. takes R. (check)
47. K. takes R.	47. Kt. to K. fourth (check)
48. K. to his third	48. Kt. to Q. B. fifth (check)
49. K. to Q. fourth	49. Kt. takes R. P.
50. K. takes P.	50. Kt. to Kt. fourth
51. Kt. to Q. sixth (check)	51. Kt. takes Kt.
52. K. takes Kt.	52. K. to his square
53. K. to B. fifth	

And White wins.

Notes.

(a) The prudence of exchanging Pawns here is rather questionable, since it affords so much freedom to White's Rook.

(b) Checking with the Queen at K. B. seventh, seems to answer no good purpose.

(c) The menacing aspect of White's K.'s Rook is a serious restraint upon Black's movements.

(d) Correctly played—Black's K. R. P. is the vulnerable point.

(e) Threatening a terrible check at his K. B. sixth.

(f) The attack is kept up bravely all through.

(g) This will be found a better move than either taking the Kt., or playing Q. B. to K. fifth.

(h) This see-saw is pretty enough. White evidently must not accept the proffered donum.



The next two games have been played within the last few days at the St. George's Chess Club, between Messrs. HAREWITZ and W. HAMPTON.

Black. (Mr. HAREWITZ.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. takes P.
7. Q. Kt. to B. third
8. Q. to her Kt. third
9. Q. takes Q. Kt. P.
10. Q. takes Q. Kt.
11. K. R. to Kt. square
12. K. R. to Kt. third
13. Q. B. to K. third
14. Castles
15. K. R. to Kt. second
16. P. to K. B. fourth
17. Q. to her R. fourth
18. P. to K. B. fifth
19. Q. to her B. sixth
20. Q. to her seventh
21. K. B. takes P. (c)
22. B. to Q. Kt. third
23. Q. to her R. fourth
24. Q. R. to K. Kt. square
25. Kt. to Q. fifth
26. Kt. takes Q. R.
27. Q. to her B. sixth
28. P. to K. fifth
29. P. takes Kt.
30. P. to Q. fifth
31. P. takes R.
32. R. takes K. Kt. P.
33. B. to Q. B. second
34. B. to Q. fourth
35. P. takes B.
36. P. takes P. (dis. check)

White. (Mr. HAMPTON.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. third (a)
4. K. B. to K. second
5. P. takes P.
6. K. Kt. to B. third
7. Q. B. to K. Kt. fifth
8. Castles
9. Q. B. takes K. Kt.
10. Q. B. takes K. Kt. P.
11. Q. B. to K. B. sixth
12. Q. B. to K. R. fourth
13. Q. B. to K. Kt. third
14. Kt. to K. R. fourth
15. Q. R. to Kt. square
16. Q. R. to Kt. third
17. Q. to her Kt. square (b)
18. Q. R. to Kt. fifth
19. Q. R. to Kt. third
20. P. to Q. fourth
21. K. B. to Q. Kt. fifth (d)
22. Kt. to K. B. third
23. Q. B. to K. R. fourth
24. Kt. to K. square
25. P. to Q. R. fourth
26. P. takes Kt. (e)
27. K. to R. square (f)
28. Kt. to Q. third
29. R. to Q. B. square
30. R. takes Q. (check)
31. Q. takes Q. P.
32. Q. takes Q. B. P. (check)
33. B. to K. Kt. third
34. P. to K. B. third
35. K. takes R.

And wins.

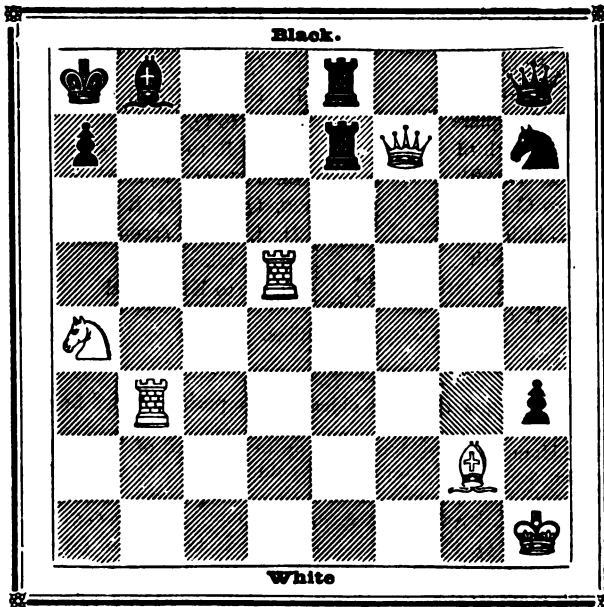
Notes.

- (a) This is quite unmeaning, and only serves to cramp the movement of his own pieces.
 (b) White could hardly have examined all the consequences of this move sufficiently.
 (c) But why not with the Kt., that surely looks more promising?
 (d) Threatening to win a Piece in return for the doomed Bishop.
 (e) With the faint hope that the Queen will remain where she is, to be named in by the Pawn.
 (f) Indispensable for fear of the following:—

R. takes Kt. P. (check)	Kt. takes R. (best)
R. takes Kt. (check)	K. takes R. (best)
B. to K. R. sixth (check)	K. moves
Q. to K. B. sixth, &c. &c.	

PROBLEM, No. 49.

This elegant little stratagem we owe to Mr. W. NATHAN, of Berlin.



White to Mate in three moves.



Between the same players.

Black. (Mr. HARRWITZ.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. Q. to her Kt. third
7. B. takes K. B. P. (check)
8. B. takes K. Kt.
9. Q. Kt. takes P.
10. Castles
11. Kt. takes Kt.
12. P. to K. B. fourth
13. K. to R. square
14. Kt. to K. second
15. P. to K. B. fifth
16. B. to K. B. fourth
17. Q. R. to Q. square
18. Kt. to Q. B. third
19. Kt. to Q. Kt. fifth
20. Kt. takes Q. P. (c)
21. P. to K. fifth
22. P. to K. B. sixth
23. Q. B. to K. R. sixth (check)
24. R. takes P. (check)

White. (Mr. HAMPTON.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to K. second
4. P. to Q. third (a)
5. P. takes P.
6. P. takes P.
7. K. to B. square
8. R. takes B.
9. B. to K. B. third
10. Kt. to K. fourth
11. B. takes Kt.
12. B. to Q. fifth (check)
13. P. to Q. B. third
14. B. to Q. Kt. third
15. Q. to K. B. third
16. K. B. to Q. B. second
17. P. to Q. B. fourth
18. K. B. to Q. Kt. square (b)
19. P. to Q. Kt. third
20. Q. B. to Q. R. third
21. Q. to K. second
22. P. takes P.
23. R. to Kt. second

And Wins.

Notes.

(a) White has now the same objectionable position which he got in the last game.

(b) Mr. Hampton is evidently not up to the mark of his ordinary play in these games. In full practice, he would make a very different fight we are sure.

(c) R. takes Q. P. would have been still more decisive, e. g. :—

20. R. takes Q. P.
21. B. takes B. (check)
22. Q. takes R. (check)
23. P. to K. fifth, &c. &c.

20. B. takes R. or (A)
21. K. moves
22. K. to Q. second

(A)

21. Q. to her fifth, &c. &c.

20. Q. to K. second

The Pawn
and
three moves.

Mr. HORWITZ gives HERR N. the Pawn and three moves.

(Remove Black's K. B. Pawn from the board.)

White. (HERR N.)

to K. fourth
to Q. fourth
B. to Q. third
to Q. B. fourth
to K. R. fourth
to K. R. fifth
to K. Kt. fourth (a)
to K. Kt. third
Kt. to B. third
Kt. takes Kt. P.
to K. B. fourth (b)
B. P. takes B.
Kt. to R. third
takes Q. Kt.
to K. B. square
B. to K. B. fourth
to K. Kt. square
to Q. second
to K. third

Black. (Mr. H.)

1.
2.
3. P. to K. third
4. P. to K. Kt. third
5. B. to K. R. third
6. P. to K. Kt. fourth
7. K. Kt. to B. third
8. Q. Kt. to B. third
9. Q. Kt. to his fifth
10. K. Kt. to his fifth
11. B. takes Kt.
12. Castles
13. Q. Kt. takes B. (check) (c)
14. Kt. to K. B. seventh
15. Kt. takes K. P.
16. Kt. to K. Kt. sixth
17. R. takes B.
18. Q. takes P.
19. Kt. to K. B. fourth (d)

And White surrenders.

Notes.

This is not commendable, as it enables Black to gain moves.
If he had taken the K. Kt., Black would evidently have won a

K. Kt. to K. B. seventh seems to us still better.

Taking the Q. P. with the R. (check), would have been even more
live.



Lively specimen of the Evans' attack.

White. (Mr. H. BIRD.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to B. fourth
4. P. to Q. Kt. fourth
5. Castles (*a*)
6. Kt. takes P.
7. P. takes P.
8. Kt. takes B. P.
9. P. to Q. B. third
10. P. to Q. sixth (dis. check)
11. Q. B. to R. third
12. P. to Q. fourth
13. P. takes Kt.
14. Q. Kt. to Q. second
15. Q. to K. R. fifth (*b*)
16. K. takes Q.
17. Q. takes B. P. (check)
18. Q. to Q. fifth
19. Q. B. to Kt. second
20. Q. to B. third (check)
21. B. takes R.
22. P. to K. Kt. fourth

Black. (Mr. KEPPING.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to B. fourth
4. K. B. to Kt. third
5. Kt. takes P.
6. P. to Q. fourth
7. B. to Q. fifth
8. K. takes Kt.
9. B. to K. B. third
10. K. to K. B. square
11. P. to Q. R. fourth
12. Q. takes P.
13. Q. takes Q. P.
14. Q. takes Q. R.
15. Q. takes R. (check) (*c*)
16. P. to K. Kt. third
17. B. to K. second
18. Kt. to K. R. third
19. K. R. to Kt. square
20. Q. B. to K. B. fourth
21. Kt. takes B.

And Wins.

Notes.

(*a*) The usual play is P. to Q. Kt. fifth, and then to take the K. P., but in that case Black gets a dangerous attack after moving his Q. Kt. to Q. R. fourth, by playing the Q. to K. B. third.

(*b*) All this is extremely pretty.

(*c*) If P. to K. Kt. third, White might have played Q. to her fifth, still threatening mate.



The following game, hitherto, we believe, unpublished, was played in 1827, between Messrs. LEWIS and G. WALKER, the former at that time giving the odds of the Q. R.

(Remove White's Q. R. from the board.)

White. (Mr. L.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. P. takes Q. P.
3. K. Kt. to B. third
5. K. B. to K. second
6. Castles
7. B. takes B.
8. R. to K. square (check)
9. Q. to K. second
10. Q. Kt. to B. third
11. P. to Q. fourth
12. K. B. takes K. Kt. P.
13. Q. takes Kt.
14. Q. B. takes P.
15. Q. to K. Kt. third
16. Q. to K. third (c)
17. B. to K. R. sixth (check)
18. Q. takes R. (check)
19. R. to K. third
20. Q. to K. R. fifth
21. R. to K. B. third
22. Q. to K. Kt. fourth (d)
23. R. to K. B. square (e)
24. Kt. takes Q. P.
25. R. to B. second
26. R. takes Kt.
27. R. to Q. B. square
28. R. to K. B. square

Black. (Mr. W.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. P. takes K. B. P.
4. Q. B. to K. Kt. fifth
5. K. B. to Q. third
6. B. takes Kt.
7. Kt. to K. B. third
8. K. B. to K. second
9. P. to Q. B. third
10. P. to K. Kt. fourth
11. P. to K. Kt. fifth (a)
12. Kt. takes B.
13. K. to B. square
14. P. to K. R. fourth (b)
15. P. takes P.
16. Q. Kt. to Q. B. third
17. R. takes B.
18. K. to Kt. square
19. P. to K. R. fifth
20. B. to K. Kt. fourth
21. Q. to K. second
22. Kt. takes Q. P.
23. Kt. takes Q. B. P.
24. Q. to Q. B. fourth (check)
25. Q. takes Kt.
26. R. to Q. square
27. Q. to her seventh
28. Q. to Q. fifth (check)

Forcing an exchange of Queen's, and winning easily.

Notes.

- (a) Paying somewhat dear for a mere exchange of minor pieces this.
 (b) A good move under the circumstances.

(c) We should have thought Q. Kt. to his fifth far preferable.

(d) White appears to lack nerve all through this contest. In giving large odds, a timid game is generally a losing one. Why not have taken the Q. P. here?

(e) He would evidently have lost his Q., if he had taken the Kt., for suppose,

23. Q. takes Kt.

24. R. to K. B. square

23. Q. to K. eighth (check)

24. B. to K. sixth, &c.



Our next game, like the preceding, is one of "Auld Lang Syne," having been played as far back as 1829, between Capt. EVANS, the inventor of the well-known Evans' Gambit, and Mr. H. WILSON.

White. (Mr. W.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to K. third
4. P. to Q. fourth
5. P. takes P.
6. K. B. to Q. third
7. K. Kt. to K. second (a)
8. Castles
9. K. Kt. to his third
10. Q. to her B. second
11. Q. B. to K. R. sixth
12. P. to K. B. fourth
13. Q. Kt. to K. second
14. Q. R. to Q. square
15. B. takes Kt.
16. K. to R. square
17. P. to Q. R. third
18. P. to Q. B. fifth
19. B. takes Kt.
20. P. takes P.
21. Q. Kt. to B. third
22. K. R. to K. square (c)
23. Q. to K. B. second
24. Q. Kt. takes Q. B.

Black. (Capt. E.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. takes P.
5. P. to Q. third
6. K. B. to K. second
7. Castles
8. P. to Q. B. third
9. K. Kt. to K. square
10. P. to K. Kt. third
11. K. Kt. to his second
12. K. B. to his third
13. Q. to her Kt. third
14. K. R. to B. second (b)
15. K. takes B.
16. Q. Kt. to R. third
17. K. B. to K. R. fifth
18. P. takes P.
19. Q. takes B
20. Q. B. to K. third
21. Q. B. to Q. fourth
22. Q. to her B. fifth
23. K. B. to K. second
24. P. takes Kt.

White. (Mr. W.)

to Q. B. square
 .. to K. second
 .. to Q. B. third
 .. to her B. second
 .. to K. second
 takes Q.
 .. to Q. B. square
 .. to Q. third
 to Q. Kt. fourth
 .. to Kt. square
 takes R. (check)
 to K. second (check)
 .. to B. second
 .. to his square
 takes R. (check)
 .. to Q. second
 .. to Q. B. square
 .. takes P.
 .. to Q. B. second
 .. to Kt. third
 to Q. R. fourth
 takes P.
 .. to K. square
 .. to Q. B. second
 .. to Q. B. third (*f*)
 .. to Q. fourth
 .. takes Q. Kt. P.
 .. to Q. third
 .. to Q. B. third (check)
 takes B.
 .. to Q. third
 .. to his third (*g*)
 to Q. Kt. fifth
 to Q. B. sixth
 to B. third
 to B. fourth
 .. to his third (*h*)

Black. (Capt. E.)

25. Q. to her R. fifth
 26. B. to his third
 27. Q. to her Kt. sixth
 28. Q. to her B. fifth
 29. Q. takes Q.
 30. P. to Q. fifth
 31. Q. R. to Q. B. square
 32. K. R. to Q. second
 33. K. to B. second
 34. R. to K. second
 35. K. takes R.
 36. K. to B. second
 37. R. to Q. B. second
 38. R. to K. second
 39. K. takes R.
 40. K. to his third
 41. P. to Q. sixth (*d*)
 42. K. to Q. fourth
 43. B. to Q. fifth (*e*)
 44. P. to Q. Kt. fourth
 45. P. to Q. R. third
 46. P. takes P.
 47. K. B. to his seventh
 48. B. to K. Kt. eighth
 49. B. takes K. R. P.
 50. B. takes K. B. P.
 51. B. to K. fourth (check)
 52. P. to K. R. fourth
 53. B. takes Kt.
 54. P. to K. Kt. fourth
 55. K. to his fourth
 56. P. to K. R. fifth
 57. K. to Q. fourth
 58. K. to Q. third
 59. P. to K. Kt. fifth (check)
 60. K. to B. second
 61. K. to Q. Kt. third

And the game is drawn.

Notes.

Q. to her B. second would have been a more embarrassing move
 to enemy.

(b) We see no let or hindrance to the capture of the Queen's Pawn.

(c) Taking the B., with the view to win a Pawn here, would hardly have been wise, on account of the attack of the Black Q. on the K. R.

(d) The object of this was perhaps to liberate the Bishop, and if the K. took the P., to play the said B. to Q. Kt. seventh, &c.

(e) The remainder of this game is an instructive example of Pawn-play, and, as Mr. H. Wilson expresses it, is "Chessy and elementary."

(f) Cleverly conceived.

(g) This, at first sight, appears to be lost time, but we believe the result is the same, whether he move his K., or the Q. Kt. P., at the present juncture.

(h) Taking the B. P. would evidently be fatal.

CHESS IN THE PROVINCES.



Scotch
Gambit.

The subjoined *partie* came off lately in the Reading Chess Club, Dr. C. and Mr. W. Hodges, consulting, against Capt. Kennedy.

Black. (The ALLIES.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. Castles
6. P. to Q. B. third
7. P. to Q. Kt. fourth
8. Q. takes P. (a)
9. P. to K. fifth
10. Q. takes Q. (check)
11. Kt. takes P.
12. Q. B. to K. Kt. fifth
13. Q. t to Q. second
14. Q. Kt. takes B.
15. Kt. takes B.
16. B. takes Kt.
17. P. to Q. B. fourth
18. K. R. to Q. B. square
19. Kt. to K. Kt. fourth

White. (Capt. K.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. takes P.
4. B. to Q. B. fourth
5. P. to Q. third
6. P. to Q. sixth
7. B. to Q. Kt. third
8. K. Kt. to K. B. third
9. P. takes P.
10. Kt. takes Q.
11. Castles
12. Q. B. to K. third
13. B. takes B.
14. Kt. to K. fifth
15. R. P. takes Kt.
16. K. R. takes B.
17. Kt. to Q. seventh
18. P. to K. B. third
19. R. to Q. R. sixth

<i>Black. (The ALLIES.)</i>	<i>White. (Capt. K.)</i>
20. Kt. to K. third	20. K. R. to Q. R. square
21. K. R. to Q. B. second	21. Kt. to Q. Kt. sixth
22. Q. R. to Kt. square	22. Kt. to Q. fifth
23. K. R. to Q. second	23. P. to Q. B. fourth
24. P. takes P.	24. P. takes P.
25. R. takes Q. Kt. P.	25. R. takes Q. B. P.
26. R. takes R.	26. R. takes R.
27. P. to K. Kt. third	27. Kt. to K. B. sixth (check)
28. K. to K. B. square	28. Kt. to Q. seventh (check)
29. K. to Kt. square	29. R. to Q. R. eighth (check)
30. K. to K. Kt. second	30. B. to Q. B. eighth
31. Kt. to K. B. fifth	31. P. to K. Kt. third
32. Kt. to K. R. sixth (check)	32. K. to R. square
33. Kt. to K. Kt. fourth	33. Kt. to K. fifth
34. P. to K. B. third	34. P. to R. fourth
35. P. takes Kt.	35. P. takes Kt.
36. R. to K. B. seventh	36. R. takes P.
37. R. takes P.	37. R. takes P.
38. R. takes P.	38. K. to R. second
39. R. to Q. B. sixth	

And the game was ultimately drawn.

Note.

(a) P. to Q. Kt. fifth, we look upon as a better move than taking the Pawn.



Mr. PERIGAL, the honorary Secretary of the London Chess Club, gives the odds of the Pawn and move to a Committee of the Rescoe Club in consultation.

(Remove Black's K. B. P. from the Board.)

<i>White. (The ALLIES.)</i>	<i>Black. (Mr. P.)</i>
1. P. to K. fourth	1. K. Kt. to R. third
2. K. B. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. Kt. to K. B. second
4. P. to Q. third	4. P. to Q. B. fourth

White. (The ALLIES.)

5. Q. B. to K. third
6. K. Kt. to B. third
7. P. to Q. R. third
8. Q. Kt. to K. second
9. P. to Q. fourth
10. Q. Kt. takes P.
11. B. takes K. P. (a)
12. Kt. takes P.
13. Kt. takes K. R.
14. Kt. to Q. second
15. P. to K. R. third (b)
16. P. to Q. Kt. fourth
17. Kt. takes Kt.
18. B. to Q. fourth
19. K. to Q. second
20. P. to Q. B. third
21. K. to K. third
22. B. takes B.
23. Q. R. takes R.
24. P. takes Kt.
25. K. to K. B. fourth
26. R. to Q. eighth (check)
27. K. R. to Q. square
28. K. R. to Q. fourth
29. K. to K. fifth
30. K. R. to Q. sixth
31. K. to Q. fourth

Black. (Mr. P.)

5. Q. Kt. to B. third
6. K. B. to Q. third
7. Castles
8. P. to Q. Kt. third
9. P. takes Q. P.
10. Q. B. to Q. Kt. second
11. P. takes B.
12. Q. to K. second
13. R. takes Kt.
14. Q. Kt. to K. fourth
15. B. to Q. R. third
16. Q. Kt. to B. fifth
17. B. takes Kt.
18. Kt. to K. Kt. fourth (c)
19. R. to Q. square
20. B. to K. fourth
21. Kt. takes K. P. (d)
22. R. takes Q.
23. Q. takes B.
24. Q. takes B. P. (check)
25. Q. takes Q. R. P.
26. K. to B. second
27. B. to K. third
28. P. to K. Kt. fourth (check)
29. Q. to K. sixth
30. Q. to K. B. fifth (check)
31. K. to K. second

And White resigns.

Notes.

(a) They gain an equivalent for the B., by winning two Pawns, and the exchange.

(b) Better, perhaps, to have Castled at once.

(c) Intending to take the K. P. with this Kt.

(d) Very well played. After this White may prepare to strike their colours.



Closely fought game between Mr. JOHN J. HUNTER and Mr. ARTHUR ROBSON, of the Newcastle Chess Club.

White. (Mr. H.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. K. Kt. takes P.
5. K. Kt. to B. third (*a*)
6. K. B. to Q. third
7. Castles
8. Q. to K. second (*b*)
9. B. takes P.
10. Q. takes Kt.
11. Q. B. to K. third
12. Q. to her B. fourth.
13. Q. Kt. to B. third
14. Q. to K. second
15. B. to Q. second
16. Q. Kt. to K. fourth
17. P. to Q. B. fourth
18. B. to Q. B. third (*e*)
19. Kt. takes B. (*f*)
20. Q. to K. fourth
21. Q. takes Q.
22. Q. R. to Q. square
23. Q. R. to Q. third
24. Kt. to K. Kt. fifth
25. R. to Q. second (*h*)
26. Kt. takes R.
27. K. takes B.
28. P. to K. B. third
29. R. takes R.
30. P. to Q. B. fifth
31. P. to Q. Kt. fourth
32. K. to his second
33. P. to Q. R. third
34. P. takes P.

Black. (Mr. B.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. takes P.
4. P. to K. fourth
5. K. Kt. to B. third
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. P. takes P.
9. Kt. takes B.
10. Q. to K. second
11. P. to K. B. fourth
12. K. B. to Q. third
13. Q. B. to K. third
14. P. to K. B. fifth (*c*)
15. Castles on K.'s side
16. B. to Q. fourth
17. B. to K. B. second (*d*)
18. Q. R. to K. square
19. Q. takes Kt.
20. Q. to K. Kt. third (*g*)
21. B. takes Q.
22. B. to K. B. fourth
23. K. R. to K. B. second (*h*)
24. B. to K. seventh (*i*)
25. B. takes K. R.
26. K. takes Kt. (*l*)
27. K. to his third
28. R. to Q. square
29. Kt. takes R.
30. K. to Q. fourth
31. Kt. to Q. B. third
32. P. to Q. R. fourth
33. P. takes P.

Drawn game.

[Notes.

Notes.

(a) The first player loses the move by this method of conducting the opening; yet to exchange Knights would give Black a strong line of centre Pawns.

(b) We should have preferred P. takes P., but the move played is "second best," and requires a cautious reply.

(c) A grand error. These Pawns abreast were posted well, and should have remained so till a subsequent stage of the game, when White would have been kept constantly on the alert to check their advance. Black's object is evidently to cripple the adverse Bishop; but the defence of the K. P. will now cause him some embarrassment.

(d) Intending afterwards to pin the K. Kt., now that the advanced Pawn prevents the Queen from checking.

(e) White's last two or three moves are well played, and have gained an excellent position.

(f) Q. R. to Q. square, or K. R. to K. square would have been much stronger. This Knight, posted in the very heart of the game, promised to be of service speedily.

(g) This appears to be essential.

(h) Dares not advance K. P. for fear of R. to Q. seventh.

(i) This part of the game is played with remarkable care by both parties.

(k) The best move.

(l) Had B. taken Q. B. P. the Black Knight would obviously have gone to Q.'s sixth, attacking R. and B. It was foreseeing this that made White's 25th move so good.



THE following game was played by Electric Telegraph, in the Polytechnic Exhibition, lately opened in Newcastle: MESSRS. SILAS ANGAS and J. SHEPHERD, in consultation, against MESSRS. ARTHUR ROBSON and P. W. HUMBLE.

White. (MESSRS. A. and S.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. B. to Kt. second

Black. (MESSRS. R. and H.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. R. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third

White. (Messrs. A. and S.)

10. Q. Kt. to Q. second
11. P. to Q. fifth
12. B. takes K. Kt.
13. K. Kt. to K. R. fourth
14. Q. to K. R. fifth
15. Q. takes Kt.
16. B. to Q. third
17. Q. to K. R. fifth
18. P. takes P.
19. Kt. to K. B. third
20. P. to K. Kt. third
21. Q. takes Q.
22. Q. R. to K. square
23. Q. R. to K. seventh
24. K. R. to K. square (*a*)
25. Kt. to K. R. fourth
26. K. R. to K. fourth
27. Q. R. to K. eighth
28. B. to Q. B. fourth (*b*)
29. R. to K. Kt. fourth (check)
30. Q. R. takes K. B.
31. P. takes P. (dis. check)

Black. (Messrs. R. and H.)

10. Castles
11. Q. Kt. to K. second
12. P. takes B.
13. Kt. to K. Kt. third
14. Kt. takes Kt.
15. K. to R. square
16. P. to K. B. fourth
17. Q. to K. B. third
18. K. R. to Kt. square
19. Q. to K. Kt. second
20. Q. to K. Kt. fifth
21. R. takes Q.
22. K. R. to Kt. square
23. K. R. to K. B. square
24. P. to K. B. third
25. P. to Q. B. third
26. K. B. to Q. square
27. K. to Kt. second
28. Q. B. to Q. second (*c*)
29. K. to B. second.
30. Q. R. takes R.

Black resigns.

Notes.

(*a*) We consider Kt. to K. Kt. fifth would have been more difficult to parry. Let us suppose that move—

- | | | |
|------------------------|--|-----------------------------|
| 24. Kt. to Kt. fifth | | 24. K. to Kt. second (best) |
| 25. K. R. to K. square | | 25. P. to K. R. third |

We see no better move. If B. to Q. fifth, White could take the Q. B. P., &c.—

- | | | |
|----------------------------------|--|----------------------|
| 26. P. to K. B. sixth (check) | | 26. K. takes P. |
| 27. Kt. to K. R. seventh (check) | | 27. K. to Kt. second |
| 28. Kt. takes R. | | |

winning the exchange, and having an unquestionable superiority in position.

(*b*) Well planned.

(*c*) Not perceiving the intention of White's last move. They should rather have exchanged Rooks.



Brilliant little Evans' Gambit, between **Messrs.**
MONGREDIEN and SPRECKLEY.

White. (Mr. M.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. Q. to Q. third
9. P. takes K. P.
10. Q. takes P.
11. B. takes Q.
12. B. takes K. B. P. (check) (a)
13. Kt. to K. square (dis. check)
14. Kt. takes Kt.
15. R. takes R. (check)
16. B. to Q. R. third (check)
17. K. to B. second
18. Kt. to Q. B. fifth
19. Kt. takes P.
20. K. to Kt. third
21. K. to B. fourth (b)
22. K. takes B.
23. K. to B. fourth
24. K. to K. fourth
25. B. to Q. B. fifth (c)

Black. (Mr. S.)

1. P. to K. fourth.
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. K. Kt. to B. third
7. K. Kt. takes K. P
8. P. to Q. fourth
9. Kt. takes K. B. P.
10. Q. takes Q.
11. Kt. to Q. sixth
12. K. takes B.
13. K. to K. square
14. R. to K. B. square
15. K. takes R.
16. K. to K. square
17. Q. B. to K. B. fourth
18. Kt. takes P.
19. K. B. to Q. Kt. third (check)
20. R. to Q. Kt. square
21. Kt. to Q. B. fifth
22. R. takes Kt.
23. B. to K. sixth (check)
24. B. to K. R. third
25. R. takes Kt.

And wins.

Notes.

(a) This is a rattling little skirmish, and abounds with critical situations for both parties.

(b) Hit and counter hit all through.

(c) Overlooking the impending check which Black has in view at his Q. seventh.

CHESS BY CORRESPONDENCE.

K. Kt.'s
Opening.

Game played by correspondence betwixt Mr. G.
MEDLEY, of the London Chess Club, and Mr.
E. CRONHELM, of Halifax.

White. (Mr. E. C.)

- . to K. fourth
- . Kt. to B. third
- . to Q. B. third
- . to Q. fourth
- . P. takes K. P.
- . B. to K. B. fourth
- . takes Q. (check)
- . B. takes P.
- . B. takes K. Kt. P. (a)
- . to his second
- . B. to Q. fourth
- . t. takes B.
- . t. to K. B. third
- . t. Kt. to Q. second
- . t. takes Kt.
- . to K. B. second
- . t. to Q. Kt. third (c)
- . t. takes Q. B. P
- . to his third
- . t. takes B.
- . to K. Kt. third
- . B. to Q. B. fourth
- . to K. B. third (d)
- . to Q. third
- . to K. R. fourth
- . to K. Kt. fourth (f)
- . R. to Q. B. square
- . takes P.
- . takes R. (check)
- . to Q. B. second
- . takes R.

Black. (Mr. M.)

- 1. P. to K. fourth
- 2. Q. Kt. to B. third
- 3. K. Kt. to B. third
- 4. K. Kt. takes K. P.
- 5. P. to Q. third
- 6. P. takes P.
- 7. Q. Kt. takes Q.
- 8. K. B. to Q. B. fourth
- 9. K. B. takes B. P. (check)
- 10. K. R. to K. Kt. square
- 11. B. takes B. (b)
- 12. P. to Q. B. fourth
- 13. Q. Kt. to Q. B. third
- 14. Kt. takes Kt.
- 15. B. to K. Kt. fifth (check)
- 16. Castles
- 17. B. to K. third
- 18. Q. R. to Q. seventh (check)
- 19. Q. R. takes Q. Kt. P.
- 20. K. B. P. takes Kt.
- 21. K. R. to K. Kt. fourth
- 22. K. B. to K. fourth (check)
- 23. Kt. to Q. R. fourth (e)
- 24. P. to K. R. fourth
- 25. K. R. to Q. B. fourth
- 26. K. R. takes Q. B. P. (g)
- 27. P. takes P. (check)
- 28. R. takes R.
- 29. K. to Q. second
- 30. R. takes R.
- 31. K. to his second

<i>White.</i> (Mr. E. C.)	<i>Black,</i> (Mr. M.)
32. K. to Kt. fifth	32. K. to B. second
33. P. to K. R. fifth	33. Kt. to Q. B. fifth
34. B. to K. Kt. sixth (check)	34. K. to Kt. second
35. P. to K. R. sixth (check)	35. K. to R. square
36. K. to K. B. sixth	36. P. to K fourth
37. B. to Q. third	37. P. to Q. Kt. fourth
38. P. to Q. R. fourth	38. P. to Q. R. third
39. P. takes P.	39. P. takes P.
40. P. to K. R. seventh	

And the game is drawn. (i)

Notes.

BY THE HALIFAX PLAYER.

(a) This move is showy, but unsound, and gives the attack throughout the game into the hands of the second player, who presses his opponent into a position from which nothing but the soundest play, continued for a long time from move to move, enables him to extricate himself. White ought to have played his Bishop to Queen's 4th, as he is compelled to do a few moves further on.

(b) Correct and sound. Bishop to Knight 6th would have been pretty but nothing else.

(c) The only safe move. This part of the game is exceedingly interesting. Mr. C.'s position is one of great difficulty—his opponent's forces are so much more powerful, that the slightest error would lose the game at once.

(d) The only good move.

(e) This move, though apparently withdrawing the Knight in a great measure from the field, is still necessary to the carrying on of the attack.

(f) A very good move.

(g) This move is premature. He should rather have played Knight to Bishop's third, which would have kept up the attack, and would have gone far to foil the manifest object of his adversary to get out with a draw.

(h) From this point to the end of the game every move is forced.

(i) It is obvious that Black must move either the Knight or one of the Pawns, and that White can take off the Pawns and draw the game—thus making an appropriate conclusion to a *partie* replete with interest, and the attentive study of which will repay the young player for the trouble he may take in the analysis of the various ramifications of each position.

CHESS BY CORRESPONDENCE.

BETWEEN THE LONDON AND AMSTERDAM CHESS CLUBS.*

White. (AMSTERDAM.)

- 36. R. takes R.
- 37. K. to R. second
- 38. Kt. to Q. B. third
- 39. R. takes Kt.
- 40. K. to Kt. third

Black. (LONDON.)

- 36. R. to K. eighth (check)
- 37. Kt. to Q. fourth
- 38. Kt. takes Kt.
- 39. K. to his Kt. square

London to play.

BETWEEN LEIPSIK AND MAGDEBOURG.†

White. (LEIPSIK.)

- 15. Kt. to Q. second
- 16. Q. to her square
- 17. Q. to K. B. third
- 18. Kt. to K. fourth
- 19. B. to Q. second
- 20. Kt. to Q. B. fifth
- 21. Kt. takes K. R.
- 22. B. to Q. Kt. fourth
- 23. B. takes R.

Black (MAGDEBOURG.)

- 15. K. R. to B. second
- 16. Q. R. to K. B. square
- 17. B. to Q. fifth
- 18. K. R. to Q. R. third
- 19. B. takes Q. Kt. P.
- 20. Q. to her third
- 21. B. takes Q. R.
- 22. Q. takes Kt.

Magdebourg to play.

* For the preceding moves see p. 221.

† For the preceding moves see p. 221.

VARIATION ON THE KING'S KNIGHT'S OPENING.

The infinite combinations of which the Chess-men admit are shewn in nothing more strikingly than in the constant discovery of some new method of attack, or some new plan of defence in openings, that have been undergoing examination, practical and theoretical, for years, by all the best players of their time. Many notable examples might be cited from our own pages of debuts, every novelty in which had been thought exhausted long since, that by the Promethean touch of genius have become infused, as it were, with new life, and have given birth to varieties as boundless apparently, and beautiful, as any that sprang from them when they were first revealed. We have been led into these remarks by a variation, beginning as early as the second move in the King's Kt.'s opening, with which we have just been favoured.

The variation in question is the suggestion of Mr. Mayerhofer, a young amateur of Vienna, and consists in the playing the *K.'s Kt. to K.'s second*, instead of to K. B.'s third. By this move, Mr. M. contends that White in most cases obtains the better game, and that even against the best defence he always comes off without inferiority. How far he has succeeded in establishing this point the following game and variations will in some measure serve to shew our readers, but they unfortunately reached us so late in the month, that we must reserve our own opinion upon the merits of the deviation until further opportunity has been afforded us for its examination.

GAME PLAYED BETWEEN MR. MAYERHOFER AND MR. G——, OF THE LONDON CHESS-CLUB.

White. (Mr. M.)

1. P. to K. fourth
2. K. Kt. to K. second

Black. (Mr. G.)

1. P. to K. fourth
2. P. to K. B. fourth

Instead of, 2. P. to K. B. fourth, Black may reply with, 2. K. Kt. to B. third, or, 2. P. to Q. fourth, as in variations I. and II. The move in the text, however, leads to many brilliant combinations.

3. P. to Q. fourth

3. P. to Q. fourth

You may also play your K. Kt. to his third, and the game proceeds as follows :—

3. K. Kt. to his third
4. Q. to K. R. fifth (check)
5. Q. takes K. P. (check)
6. Q. takes R.
7. Q. takes Kt.
8. B. to K. second
9. R. to K. B. square
10. Q. takes K. R. P.
11. Q. to R. eighth (check)
12. P. to Q. fourth
13. Q. takes B.
14. B. takes Q.
15. B. to K. Kt. fifth

3. P. to K. B. fifth (dangerous)
4. P. to K. Kt. third
5. Q. to K. second
6. P. takes Kt.
7. Q. takes P. (check)
8. Q. takes K. Kt. P.
9. P. takes K. R. P.
10. K. B. to Q. B. fourth
11. K. to B. second
12. B. takes Q. P.
13. Q. takes R. (check)
14. P. "Queens."

And wins.

4. K. P. takes Q. P.
5. Q. takes P.
6. Q. Kt. to B. third
7. B. to K. B. fourth
8. Q. to her third
9. P. to K. B. third
10. Castles
11. P. to K. Kt. third
12. K. B. to Kt. second
13. Q. B. to K. fifth
14. P. to K. B. fourth
15. K. R. to K. B. square

4. K. P. takes Q. P.
5. K. Kt. to B. third
6. Q. Kt. to Q. second
7. B. to Q. B. fourth
8. Castles
9. Q. Kt. to his third
10. K. Kt. to K. R. fourth
11. Q. B. to Q. second
12. P. to Q. R. third
13. Kt. to K. B. third
14. Kt. to K. Kt. fifth
15. Kt. to K. B. seventh

White should rather play Q. B. to Q. fourth.

16. R. takes Kt.
17. P. to Q. sixth
18. B. takes Q. B.
19. P. takes Q. B. P.
20. R. takes Q.
21. R. to Q. seventh
22. P. takes Kt.
23. P. to K. sixth
24. Kt. to Q. R. fourth
25. P. to K. seventh
26. K. Kt. to Q. fourth
27. K. Kt. takes K. B. P.
28. K. Kt. to K. R. sixth (check)
29. K. Kt. to his fourth
30. Q. Kt. to Q. B. 5th
31. Kt. to K. 6th (check)
32. Kt. takes B.
33. R. takes R. (check)
34. Kt. takes Q. R. P.

16. B. takes R.
17. Q. B. to his third
18. P. takes B.
19. Q. takes Q.
20. Kt. to Q. B. fifth
21. Kt. takes B.
22. Q. R. to Q. B. square
23. B. to Q. Kt. third
24. B. takes P.
25. K. B. to K. square
26. K. to B. second
27. P. to K. Kt. third
28. K. to Kt. second.
29. P. to K. R. 4th
30. P. takes K. Kt.
31. K. to B. second
32. R. takes K. P.
33. K. takes R.

And the game was drawn.

VARIATION 1.

White.

1. P. to K. fourth
2. K. Kt. to K. second
3. K. Kt. to his third
4. B. to K. second

Black.

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third

In place of, 4. K. B. to K. second, White may also play, 4. K. B. to Q. B. fourth, without any disadvantage.

5. P. to Q. B. third
6. Castles
7. B. to K. B. third (*)
8. P. to Q. third
9. P. takes Q. P.
10. Q. Kt. to B. third

5. Q. to her Kt. third
6. P. to Q. R. fourth
7. P. to Q. fourth
8. P. to Q. fifth
9. B. takes P.

And White has the better game.

* Mr. M., after more mature analysis, will doubtless improve the attack. At the first view, it strikes us White might play much stronger here by P. to Q. fourth, P. to K. fifth, and then K. Kt. to B. fifth.—EDITOR OF C. P. C.

VARIATION II.

White.

1. P. to K. fourth
2. K. Kt. to K. second
3. P. takes P.

Black.

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. B. fourth

If he play, 3. K. Kt. to B. third, you may answer with, 4. P. to Q. B. fourth.

4. Q. Kt. to B. third
5. K. Kt. to his third
6. K. Kt. to K. fourth
7. K. B. to K. second
8. B. takes Kt.
9. Q. Kt. to K. second
10. K. Kt. to his third
11. P. to Q. third
12. P. to K. R. third
13. Q. takes B.
14. Kt. to K. fourth
15. B. to Q. second
16. Castles on Q.'s side

4. K. Kt. to B. third
5. K. Kt. to his fifth
6. K. B. to Q. Kt. third
7. Q. to K. R. fifth
8. Q. B. takes B.
9. P. to K. B. fourth
10. Q. Kt. to Q. second
11. Castles on Q.'s side
12. Q. B. takes Kt.
13. P. to K. B. fifth
14. K. R. to K. B. square
15. P. to K. Kt. fourth

And the game is even.

CHESS INTELLIGENCE.

THE GLASGOW CHESS CLUB.—The members of this club have changed their place of meeting from the Athenæum to the Regent Hotel in Buchanan Street, and the new rooms were opened on the 23rd ult.

THE NORTHUMBERLAND CHESS CLUB in Newcastle, under the promising auspices of Major Barnes and Mr. A. Robson, the President and Secretary, is rapidly rising into importance. It already possesses four or five players of unquestionable talent, and bids fair in a season or two to rank among the foremost provincial Chess Societies of the day.

SIGNOR CALVI.—We regret to learn from "La Regence," that unpleasant rumours are afloat concerning the fate of this distinguished player. Since the battle of Novara, at which he assisted as Captain in the Piedmontese Army, no intelligence of any kind has been heard of him.

A CASE FOR CASUISTS.—The ill-defined law on the subject of check-mating in 50 moves, when one player remains at the end of a game with a winning superiority of pieces, threatens to give occasion for as much controversy as the celebrated *vexatio quanto* of the Pawn taking, *en passant*. A case lately submitted to the decision of Von Heydebrand der Laza will shew something of the difficulties in which the 50 move regulation is involved.

Two players of Stockholm, A and B, are left towards the end of a game with the following force:—A has his King with a Rook and a Knight, and B his King and Rook only. As, except in particular cases, the inferior force here can generally manage to draw the game, B required that the contest should be abandoned as null, which A refuses, not wishing to subject himself to interminable trials; B then declared his intention of counting the moves—the game proceeded, the 50 moves on each side were nearly expended, when the first player, A, has the misfortune to lose his Rook. Having then only his Kt. against the adversary's Rook, he in turn desired that the game should be given up as drawn, but to this B demurs—the advantage, he contended, was now on his side; A had no right to quit the game, the utmost he could do was to demand, as B himself had done, that the checkmate should be effected in 50 moves from the present position, or the game be null. Not being able to agree, they resolve to abide by the decision of Mr. Heydebrant, and pending that, they continue their game, and at the 63rd move, A lost his Kt., and in a few moves more the game. After a careful consideration of the circumstances, Mr. Heydebrant determined that A was not justified in leaving the game after the loss of his Rook, merely because he could not then win, but, on the other hand, that as B had failed to win with his Rook against the Kt. in 50 more moves, the last 13 of the 63 were to be counted nothing, and the game resolved as a *remise*.

The Editor of "La Regence" promises to return to this knotty point on a future occasion; when he does, we shall probably follow his example.

MATCH by CORRESPONDENCE BETWEEN THE CLUBS of LEIPSIK and MAGDEBOURG.—The ILLUSTRATED GAZETTE of Leipsic, July 14th, complains that the Magdebourg Club had failed to make any response to their adversary's 23rd move.—(See the game in question p. 281.)

We hope by this time the Magdebourg Amateurs have made up their mind as to the course to be pursued. They *must* either resign, or continue the game, and the sooner they relieve their opponents from suspense the more it will redound to their own credit.



SOLUTIONS TO PROBLEMS.

No. 32, page 175.

- WHITE.
1. Kt. to Q. Kt. seventh
 2. Kt. to Q. sixth
 3. Kt. to K. fourth
 4. R. to K. B. sixth
 5. K. to K. B. fourth
 6. R. Mates at Q. sixth

- BLACK.
- K. to K. fourth
 - K. to Q. fourth
 - K. to K. fourth
 - K. to Q. fourth
 - K. to Q. fifth

No. 33, page 191.

1. Kt. to Q. fifth
2. P. to Q. B. third
3. B. to Q. fourth (check)
4. P. to Q. B. fourth
5. Kt. to K. sixth

- K. takes Kt.
- K. to B. fourth
- K. to Q. fourth
- K. takes B.

Mate.

No. 34, page 191.

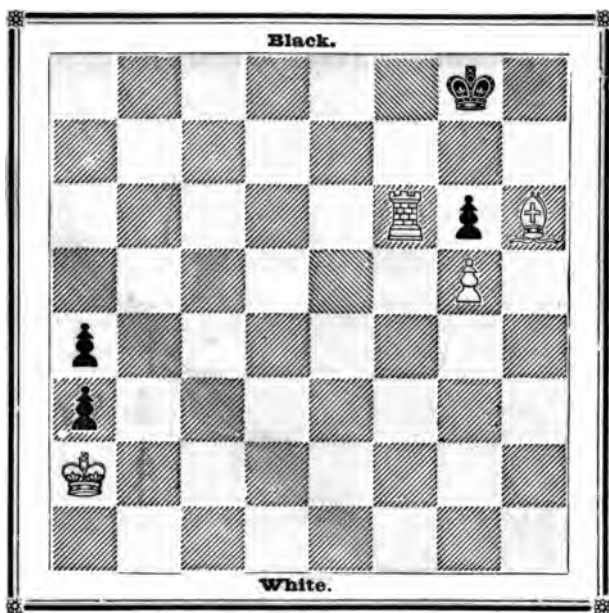
1. Kt. takes P. (check)
2. Q. to K. R. second
3. Q. to Q. Kt. second

- B. takes Kt.
- Kt. covers

Mate.

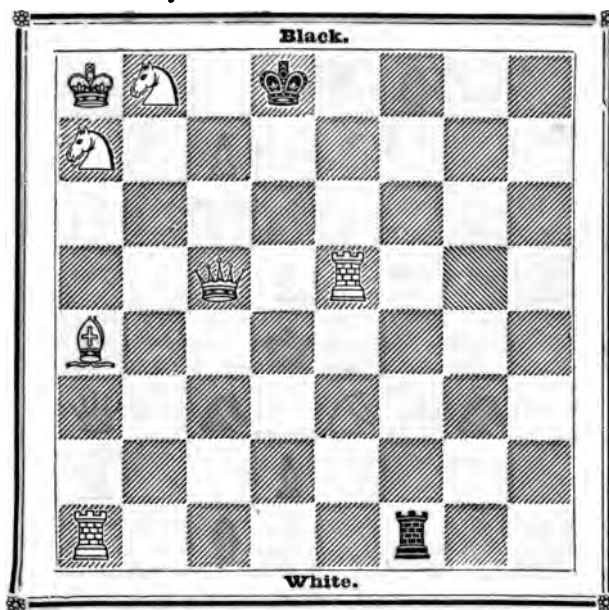
PROBLEM, No. 50.
By MR. SILAS ANGAS of Newcastle.

287



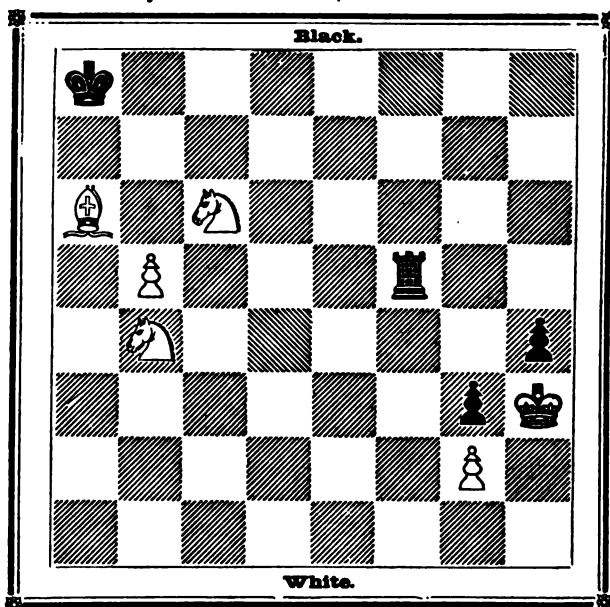
White to play and Mate in six moves.

PROBLEM, No. 51
By MESSRS. KLING and HORWITZ.



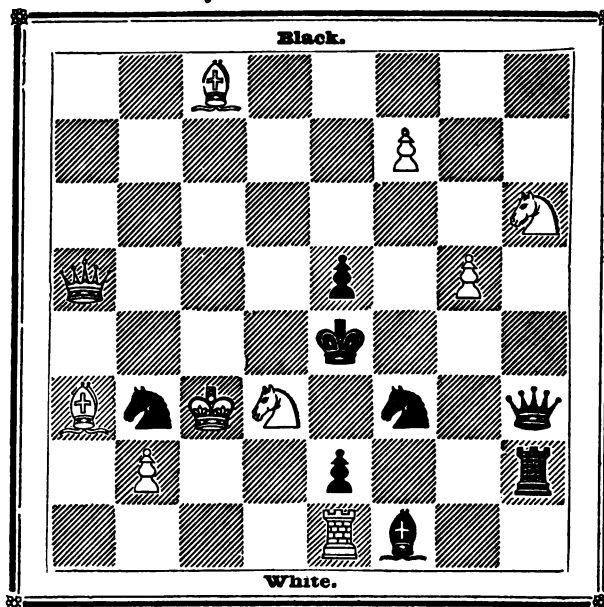
White compels Black to give Mate in eight moves.

PROBLEM, No. 52.
By Mr. SILAS ANGAS, of Newcastle.



White to play and Mate in four moves.

PROBLEM, No. 53.
By Mr. A. G. M'COOMBE.



White playing first Mates in four moves.

BLINDFOLD CHESS.

Animated by the success of his experimental visit to two or three of the Northern Chess Clubs last autumn, Mr. Harrwitz has this year determined on a more extended tour. We find from the Scotch papers that on the 6th ult. he played two games blindfold before a large assembly at Glasgow, and met with a most flattering reception, and that he has since played with great success both at Edinburgh and Newcastle. From a host of interesting games contested by him with his Northern friends, we select the following for the present number.

CHESS-PLAYING WITHOUT A CHESS-BOARD.

In accordance with previous announcements, a match of Chess was played at the Glasgow Chess Club on Thursday week, which excited the liveliest interest and amusement among a numerous assemblage of spectators. The conditions of the contest were, that Mr. Harrwitz, the celebrated German player, should play two games simultaneously, without seeing either chess-board, against four members of the club—two in consultation over each game. Preliminaries having been adjusted, Mr. Harrwitz took his seat in a corner of the room, with his back to the company, and totally excluded from view of the chess-boards. Having to lead off in both games, he speedily announced the move he intended to play on board No. 1, and directly followed it by his move on board No. 2; the players at the first board made and communicated their move in reply, and those at the second did the same; and in this way the game proceeded to the end; the result, after a contest of about four hours, being that Mr. Harrwitz won one game, and lost the other.

At the conclusion of the games, Mr. Sheriff Bell made a few remarks on the highly intellectual feat which the company had just witnessed. He said, he was sure the members of the Chess Club, and the strangers present, would join him in expressing their sincere thanks to Mr. Harrwitz for the very astonishing performances which he had gone through that evening. When it was considered what vast powers of memory, concentration of thought, and great intellectual ability were required for such a task, he doubted if there was another person in the world—he was sure there was not another in Great Britain—capable of performing it. All who understood Chess knew well that at every move the possible variations of play were innumerable, and that the operation of Castling, in particular, changed the relative position of the pieces, and the whole aspect of the game completely. Now, in these two games which had just been played, and conducted by four of the strongest players in the West of Scotland, the opponents of Mr. Harrwitz both castled about the same time, the one on the King's side and the other on the Queen's side, thereby increasing the difficulty of the task greatly, and rendering the avoidance of error on the part of Mr. Harrwitz scarcely possible. It

would be remarked, also, that on one side of the board the play altogether ceased for some time ; there was a complete cessation of hostilities for upwards of an hour, the battle going on in another quarter ; and yet, when it afterwards reverted, as it necessarily did, to the former point, Mr. H. had such a perfect perception and remembrance of the relative position of all the pieces, as to play apparently as easily as if he had all along had the boards open before him. The whole performance, he repeated, kept up as it was for more than three hours and a half, shewed such a concentration of mental power, and such intellectual resources, as were truly wonderful. The following are the games which were played on this occasion by Mr. Harrwitz.



CHESS-BOARD No. I

White.

(Mr. HARRWITZ.)

1. B. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. B. to Q. Kt. second
11. B. takes Kt.
12. K. Kt. to Q. fourth
13. P. to K. B. fourth
14. Q. Kt. to B. third
15. K. to R. square
16. Q. takes B.
17. Q. R. to K. square
18. Q. R. to K. third
19. B. takes B.
20. Q. R. to K. Kt. third
21. Kt. takes P.
22. Kt. takes Q. B. P. (b)
23. Kt. to Q. Kt. fifth
24. Q. R. to K. B. third
25. R. takes Kt.
26. R. takes Q.

Black.

(Messrs. STIRLING and M'COMBE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Kt. third
9. Q. Kt. to K. second
10. K. Kt. to B. third
11. P. takes B. (a)
12. Kt. to K. Kt. third
13. B. to Q. second
14. Q. to K. second
15. B. takes Kt.
16. Castles on K.'s side
17. P. to Q. R. third
18. B. to Q. Kt. fourth
19. P. takes B.
20. K. to R. square
21. R. takes Q. R. P.
22. R. to Q. B. seventh (c)
23. Kt. takes K. B. P. (d)
24. Q. to K. fourth (e)
25. Q. takes R.
26. R. to B. eighth (check)

<i>White.</i> (Mr. HAREWITZ.)	<i>Black.</i> (Messrs. STIRLING and M'COMBE.)
27. Q. interposes	27. R. takes Q. (check)
28. K. takes R.	28. R. to Q. square
29. R. takes P.	29. K. to Kt. second
30. R. takes Q. P.	30. R. to K. square
31. R. to Q. seventh	31. R. takes K. P.
32. R. takes B. P. (check)	32. K. takes R.
33. Kt. to Q. sixth (check)	33. K. to B. third
34. Kt. takes R. (check)	34. K. to K. fourth
35. P. to Q. sixth	35. K. to K. third
36. K. to B. second	36. P. to Kt. fourth
37. K. to K. second	37. K. to Q. second
38. K. to Q. third	38. P. to R. third
39. K. to Q. fourth	39. K. to B. third.
40. K. to K. fifth	40. P. to Kt. fifth
41. K. to K. sixth	41. P. to Kt. sixth
42. P. to Q. seventh	42. P. to Kt. seventh
43. P. Queens	

And Black Resigned.

Notes.

- (a) The moves up to this point are all book, and are generally thought to be the best for both parties in this opening.
- (b) Very cleverly played. If Black had taken it they must have lost at least a Piece in return.
- (c) K. R. to Q. B. square, and then to Q. B. seventh, would greatly have improved Black's game.
- (d) Quite safe. White dare not take his K. Rook from the Royal line.
- (e) A grave miscalculation, the consequences of which lose Black the game.



Chess-BOARD No. 2.

<i>White.</i> (Mr. HAREWITZ.)	<i>Black</i> (Messrs. TILGHMAN and KNOTT.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth

White.

(MR. HARRWITZ.)

5. K. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth "
8. K. Kt. to Q. third
9. P. takes P.
10. Q. B. to K. Kt. fifth
11. P. takes B.
12. P. to K. B. fourth
13. Q. Kt. to B. third
14. B. to Q. Kt. fifth
15. B. takes Kt.
16. Q. to K. second
17. P. to Q. fifth
18. Castles on Q.'s side
19. Q. to K. third
20. P. to K. B. fifth
21. Q. to Q. fourth
22. Q. R. to K. Kt. square (a)
23. Kt. to K. B. fourth
24. P. takes P. *en passant*
25. Kt. to K. sixth
26. P. to Q. Kt. fourth
27. P. to Q. R. fourth
28. P. to Q. Kt. fifth
29. P. to Q. R. fifth
30. P. to Q. Kt. sixth
31. Q. to Q. R. fourth
32. P. takes P.
33. Q. to K. B. fourth (check) (b)
34. Kt. takes B.
35. Q. to K. fourth (c)
36. K. to Kt. square
37. Q. takes Q.
38. R. to Q. square
39. R. takes R.
40. R. to Q. sixth (check)
41. K. to Kt. second
42. K. to Kt. third
43. R. to Q. fifth (check)
44. R. to Q. square
45. K. takes P.

Black.

(Messrs. TILGHMAN and KNOTT.)

5. P. to K. R. fourth
6. K. Kt. to R. third
7. P. to Q. third
8. P. to K. B. sixth
9. K. B. to K. second
10. B. takes B.
11. Q. takes P.
12. Q. to K. Kt. third
13. Q. Kt. to B. third
14. Q. B. to Q. second
15. B. takes B.
16. Castles on Q.'s side
17. B. to Q. second
18. P. to K. B. third
19. K. to Q. Kt. square
20. Q. to K. square
21. Kt. to K. Kt. square
22. K. R. to R. third
23. P. to Q. B. fourth
24. B. takes P.
25. R. to Q. second
26. P. to Q. Kt. third
27. Q. to K. second
28. B. to Q. Kt. second
29. P. takes P.
30. P. to Q. R. third
31. P. to Q. fourth
32. B. takes P.
33. K. to Kt. second
34. R. takes Kt.
35. Q. to Q. R. sixth (check)
36. Q. to Q. Kt. fifth (check)
37. P. takes Q.
38. R. takes R. (check)
39. K. takes P.
40. K. to Q. Kt. fourth
41. P. to K. Kt. sixth.
42. P. to K. Kt. seventh
43. K. to Q. B. third
44. P. to K. R. fifth
45. P. to K. R. sixth

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Messrs. TILGHMAN and KNOTT.)
46. Kt. to Q. fourth (check)	46. K. to Q. Kt. third
47. Kt. to K. B. third	47. P. to K. R. seventh
48. Kt. takes P.	48. R. takes Kt.
49. R. to K. Kt. square	49. Kt. to K. second
50. P. to Q. B. fourth	50. P. to Q. R. fourth (check)
51. K. to R. fifth	51. Kt. takes K. B. P.

And White Resigned.

Notes.

- (a) Threatening to take the K. Kt. P. for nothing.
 (b) The loss of White's game may be attributed to this move. Had he played instead either 33 Kt. takes B. or 33. Kt. to Q. B. fifth, he might have won easily; for suppose, in the first place,

33. Kt. takes B.	33. R. takes Kt.
34. Kt. to Q. B. seventh	34. Q. to K. sixth (check)
35. K. to Kt. square	35. R. to Q. fifth
36. Kt. takes R. P. (check)	36. K. to Kt. second
37. Q. takes Q. R. P.	

And must Win.

Secondly,

33. Kt. to Q. B. fifth	33. Q. takes Kt.
34. Q. takes R.	34. Q. takes Kt. (best)
35. Q. takes B.	

And Black must lose.

- (c) Very tempting, but not so good as Q. to Q. B. seventh (check), &c.



The two following games were also played by Mr. Harrwitz blindfold and simultaneously, his opponents being four leading players of the Edinburgh Chess Club, two consulting together against him at each game.

CHess-BOARD No. I.

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Messrs. PATERSON & GREENHILL.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to Q. fourth
4. P. to K. fifth	4. P. to K. third
5. Q. takes P.	5. Q. to B. second
6. Q. Kt. to B. third	6. P. to Q. R. third

<i>White.</i> (Mr. HARRWITZ.)	<i>Black.</i> (Messrs. PATERSON & GREENHILL.)
7. K. B. to Q. third	7. Q. Kt. to B. third
8. Q. to K. third	8. P to K. R. third (<i>a</i>)
9. Castles	9. Q. Kt. to Kt. fifth
10. P. to Q. R. third	10. Kt. takes B.
11. P. takes Kt.	11. K. Kt. to K. second
12. K. Kt. to R. fourth (<i>b</i>)	12. P. to K. Kt. fourth
13. K. Kt. to K. B. third	13. Kt. to B. fourth
14. Q. to K. second	14. P. to K. Kt. fifth (<i>c</i>)
15. Kt. to K. square	15. P. to K. R. fourth
16. Kt. to Q. B. second	16. B. to Q. B. fourth
17. Q. B. to K. Kt. fifth	17. B. to K. second (<i>d</i>)
18. B. to Q. second	18. P. to Q. fifth
19. Q. Kt. to R. fourth	19. P. to Q. Kt. fourth (<i>e</i>)
20. Q. R. to B. square	20. Q. to Kt. second (<i>f</i>)
21. Kt. to Kt. fourth	21. B. takes Kt.
22. B. takes B.	22. P. takes Kt.
23. P. to K. B. third	23. K. R. to Kt. square
24. P. takes P.	24. R. takes P.
25. B. to Q. sixth	25. Kt. takes B. (<i>g</i>)
26. P. takes Kt.	26. Q. to Q. fourth
27. K. R. to B. second (<i>h</i>)	27. Q. takes P. (<i>i</i>)
28. Q. to K. B. third	28. R. to R. second
29. R. takes B. (check)	29. K. to Q. second
30. Q. takes P. (check)	30. K. takes R.
31. Q. takes R.	31. R. to K. B. fifth
32. R. to Q. B. second (check)	32. K. to Q. square
33. Q. to Q. Kt. seventh	

Black Resigns.

Notes.

(*a*) We should have been inclined to relieve ourselves of White's troublesome K. P. by playing 8. P. to Q. fifth, for suppose,

9. K. Kt. takes P.	8. P. to Q. fifth
	9. Q. Kt. takes P.

and Black would be able to develop their forces effectively. 8. P. to K. Kt. third indeed, would have been much stronger than P. to K. R. third.

(*b*) The object of this is not apparent.

(*c*) K. B. to Q. B. fourth looks a better move.

(*d*) Fearing the adverse Bishop's being posted at their Bishop's third. K. R. to Kt. square, or P. to K. Kt. sixth to us seems greatly preferable.

(*e*) If Black had taken the K. Kt., their adversary, by moving Kt. to Q. Kt. sixth, and then Q. R. to Q. B. square, must have recovered his loss.

(f) The Kt. cannot escape.

(g) This was unwise. By the combined operations of their Q. the K. R. and the Kt., Black's attack ought to have been irresistible in a few more moves. They should have played the Kt. at once to K. sixth.

(h) Well played; as it tempts Black to take the Pawn, and at the same time affords White an opportunity of doubling his Rooks.

(i) Obviously fatal, while B. to Q. Kt. second would have given them an easy winning game.



CHESS-BOARD No II.

White.

(Mr. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. P. to Q. fourth
7. Kt. takes P.
8. K. Kt. to Q. Kt. fifth
9. Kt. to Q. sixth
10. K. B. to K. second
11. P. to K. fifth
12. K. B. to B. third
13. Q. Kt. to K. fourth
14. P takes P.
15. Kt. takes B. (check)
16. Kt. takes Kt.
17. Q. takes Q. P.
18. Q. to Q. second
19. Q. to K. B. second
20. Castles
21. Q. to K. third
22. P. to K. B. fifth (a)
23. P. takes K. P.
24. P. to Q. Kt third
25. B. takes Q.
26. B. to K. Kt. fifth

Black.

(Messrs. MEIKLE and HALKET.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to B. third
4. K. Kt. to K. second
5. P. to K. Kt. third
6. P. takes Q. P.
7. B. to K. Kt. second
8. Castles
9. P. to Q. Kt. third
10. Kt. to Q. R. fourth
11. Q. Kt. to Kt. second
12. K. Kt. to Q. B. third
13. P. to K. B. third
14. B. takes P.
15. Q. takes Kt.
16. B. takes Kt.
17. R. to K. B. second
18. Q. R. to Q. square
19. Q. Kt. to Kt. fifth
20. Kt. to Q. sixth
21. B. to Q. R. third
22. B. takes Q. B. P.
23. Q. takes P.
24. Q. takes Q. (check)
25. B. to Q. R. third
26. Q. R. to Q. second

White.

(Mr HARRWITZ.)

27. B. to K. Kt. fourth
28. R. takes R.
29. R. to K. square
30. Q. B. to K. R sixth
31. P. to Q. Kt. fourth
32. R. to K. B. square (check)
33. K. B. to Q. B. eighth
34. B. takes R.
35. R. to K. B. seventh
36. R. takes Q. R. P.
37. P. to Q. R. third
38. K. to B. second
39. R. takes P.
40. R. to K. Kt. seventh
41. P. to K. Kt. fourth
42. B. to Q. second
43. P. to K. R. fourth
44. R. to K. seventh (c)
45. B. to B. third
46. K. to K. Kt. third
47. B. to K. fifth (d)
48. B. to B. third
49. B. takes P.
50. K. to B. fourth
51. K. to K. Kt. fifth
52. R. to K. sixth
53. R. takes P.
54. K. takes B.
55. K. to B. fifth
56. K. takes Kt.
57. K. to Kt. fifth
58. K. to R. sixth

Black.

(Messrs. MEIKLE and HALKENT.)

27. R. takes R. (check)
28. Kt. to Q. B. fourth
29. R. to Q. Kt. second (b)
30. K. to K. B. second
31. Kt. to Q. sixth
32. K. to K. second
33. K. to Q. square
34. B. takes B.
35. B. to Q. fourth
36. Kt. takes Kt. P.
37. Kt. to Q. B. seventh
38. K. to Q. B. square
39. Kt. takes P
40. B. to K. fifth
41. P. to Q. Kt. fourth
42. Kt. to Q. B. seventh
43. P. to Q. Kt. fifth
44. P. to Q. Kt. sixth
45. B. to Q. sixth
46. Kt. to R. sixth
47. Kt. to Q. B. fifth
48. P. to Kt. seventh
49. Kt. takes B.
50. Kt. to Q. B. fifth
51. K. to Q. square
52. K. to Q. second
53. B. takes R.
54. Kt. to K. fourth (check)
55. Kt. takes P.
56. K. to K. second
57. K. to B. second
58. K. to Kt. square

Drawn Game.

Notes.

- (a) Well played.
- (b) This baffles us. What could have been the inducement to place the Rook at such a post?
- (c) P to K. R. fifth looks like a winning move.
- (d) Unavailing.

CHESS IN THE PROVINCES.



K. Bishop's
Gambit.

Hardly contested game between two leading
players of Scotland.

White. (DELTA.)

to K. fourth
to K. B. fourth
B. to Q. B. fourth
to K. second
to K. R. fifth (check)
to K. fifth (check)
takes R. (c)
to Q. Kt. third
to Q. Kt. fifth (check)
B. to Q. Kt. second
B. takes Q. Kt.
B. takes Kt.
takes P. (check)
takes Q. B.
to K. R. third
to K. Kt. fourth
to K. second
to K. Kt. third (f)
to K. Kt. second
takes P.
to Q. square
takes R.
to K. second
to Q. R. fourth.
to K. R. third
Kt. to B. third
to K. square
to Q. fourth
to K. B. fourth
to K. Kt. fourth
to Q. square
Kt. to his second
Kt. to K. second
Kt. to B. fourth (i)
to K. sixth check

Black. (GAMMA.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. B. fourth (a)
4. P. takes P. (b)
5. P. to K. Kt. third
6. Q. to K. second
7. K. Kt. to B. third
8. P. to Q. fourth
9. K. to B. second (d)
10. Q. Kt. to Q. second
11. K. B. to K. Kt. second (e)
12. K. B. takes Q. B.
13. B. to K. Kt. second
14. R. takes B.
15. R. to K. R. square
16. R. to K. R. fifth
17. B. takes R.
18. P. takes P. (g)
19. B. to K. fourth
20. B. takes P. (check)
21. R. takes R.
22. K. to Kt. second
23. B. to K. fourth
24. P. to Q. B. third
25. Q. to K. B. second
26. P. to Q. R. fourth
27. P. to Q. Kt. third
28. B. to K. B. third (h)
29. Q. to K. second
30. B. to K. R. fifth (check)
31. P. to K. Kt. fourth
32. K. B. to his seventh
33. Q. to K. B. third
34. Q. to K. second
35. K. to R. third

White. (DELTA.)

36. Q. to K. B. fifth
37. Kt. to K. B. eighth
38. Q. to K. sixth (check)
39. Kt. to Q. seventh
40. Q. to K. fifth
41. Kt. to K. B. eighth
42. Q. to Q. sixth (check)
43. Kt. to K. sixth

Black. (GAMMA.)

36. B. to K. R. fifth
37. Q. to K. Kt. second
38. K. to R. fourth
39. Q. to K. Kt. third
40. K. to R. third
41. Q. to K. Kt. second
42. K. moves

And seeing the impracticability of preserving his Pawns, Black resigns.

Notes.

(a) A favourite defence to the K. Bishop's gambit formerly, and one that some of the best authorities at the present day consider sound. See the Chess Player's Hand-book p. 331.

(b) The usual move here is Q. to K. R. fifth (check).

(c) At first view this seems to give a winning advantage to White, but without sacrificing a minor piece, and losing many moves besides, it is not easy to see how he can extricate his Queen from the *oubliette*; it is doubtful therefore whether in reality he has any superiority at all.

(d) P. to Q. B. third appears at least as good to us.

(e) The situation is highly interesting at this point.

(f) We should have preferred P. to Q. B. third.

(g) If he had played the P. to K. B. sixth, White could safely have taken it with his Kt.

(h) B. to Q. third would have enabled him to make a much better defence.

(i) Threatening to win the Queen next move.



Mr. Harrwitz gives the Pawn and two moves to the Secretary of the Glasgow Chess-Club.

Remove White's K. B. P. from the board.

Black. (Mr. M'G.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. takes P.
5. Q. Kt. to B. third
6. P. to K. fifth

White. (Mr. HARRWITZ.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. Q. to her R. fourth (check)
5. K. B. takes P.
6. K. Kt. to K. second

Black. (Mr. M'G.)

B. to K. Kt. fifth
 to K. R. fifth (check)
 to K. R. sixth
 Kt. to K. second
 stles on K.'s side
 takes B.
 R. to K. square
 . to Q. Kt. fifth
 . to Q. sixth (check)
 takes Kt. (a)
 B. to Q. Kt. fifth (check) (b)
 to K. B. fourth (check)
 to Q. R. fourth (c)
 to Q. Kt. fourth (check)
 to her fourth (check)
 to K. fifth (check)
 to her fourth (check)

White. (Mr. HAREWITZ.)

7. Q. Kt. to B. third
 8. P. to K. Kt. third
 9. K. B. to Q. Kt. fifth
 10. Q. takes K. P.
 11. B. takes Kt.
 12. P. to Q. fourth
 13. Q. to her fifth
 14. Q. to her Kt. third
 15. K. to Q. second
 16. Kt. takes B.
 17. K. takes Kt.
 18. K. to Q. B. fourth
 19. Q. to her square
 20. K. to Q. Kt. third
 21. K. to Q. B. second
 22. K. to Kt. third

And the Game was resigned as drawn.

Notes.

Kt. to K. B. seventh seems to us a much better move.
 Here again we should have played in preference, the Kt. to K. B.
 ; but Black evidently sought only to draw the game.
 Threatening Mate next move, by P. to Q. Kt. fourth (check).



Irregular
 Opening.

Interesting game between the President and Hon.
 Secretary of the Liverpool Chess Club.

White. (Mr. MONGREDIEN.)

to K. fourth
 to K. B. fourth
 Kt. to B. third
 checks
 takes B. (check)
 Kt. to B. third
 Kt. to K. second
 to K. fifth

Black. (Mr. PERIGAL.)

1. P. to Q. B. fourth
 2. P. to K. third
 3. P. to Q. fourth
 4. B. to Q. second
 5. Kt. takes B.
 6. P. to Q. fifth
 7. B. to Q. third
 8. B. to Q. B. second

White. (Mr. MONGREDIEN)

9. Q. Kt. to K. Kt. third
10. Castles
11. P. takes P.
12. P. to Q. third (*a*)
13. Kt. takes B.
14. R. to K. square
15. Kt. to K. B. fifth
16. R. takes P. (check)
17. R. to K. square
18. R. to K. B. square
19. B. to Kt. fifth
20. Q. to K. B. third
21. Q. to R. third
22. Kt. takes Kt. P. (*b*)
23. B. takes Kt. (check)
24. R. takes R.
25. Q. to R. sixth
26. R. to K. B. square (check)
27. R. takes R. (check)
28. Q. takes P.
29. Q. takes Q. (check)
30. K. to B. second
31. P. to Q. R. third
32. K. to B. third
33. P. to K. Kt. fourth (check)
34. P. to K. R. fourth (check)
35. K. to B. fourth
36. P. to K. R. fifth (check)
37. K. to K. fourth
38. P. to K. R. sixth
39. P. to K. Kt. fifth
40. P. to Q. R. fourth
41. P. to Q. Kt. third
42. K. to Q. fifth
43. K. to B. sixth
44. Q. Kt. P. takes P.
45. K. to Q. fifth
46. K. takes P.
47. K. to K. fifth
48. P. to Q. fourth
49. P. takes Kt.
50. P. to K. R. seventh
51. K. to B. sixth

Black (Mr. PERIGAL).

9. P. to K. B. third
- 10 P. takes P.
11. Q. to K. second
12. B. takes P.
13. Kt. takes Kt.
14. Q. Kt. to K. Kt. third
15. Q. to Q. second.
16. K. to B. second
17. K. Kt. to B. third
18. K. R. to K. square
19. R. to K. third
20. Q. R. to K. B. square
21. K. to Kt. square
22. K. takes Kt.
23. Q. R. takes B.
24. K. takes R.
25. R. to K. fourth
26. R. to B. fourth
27. Q. takes R.
28. Kt. to B. fifth
29. K. takes Q.
30. Kt. to Q. fourth.
31. Kt. to K. sixth
32. Kt. takes Q. B. P.
33. K. to Kt. fourth
34. K. to Kt. third
35. Kt. to K. eighth
36. K. to Kt. second
37. K. to B. third
38. K. to Kt. third
39. P. to Q. R. fourth
40. P. to Q. Kt. third.
41. Kt. to Q. B. seventh
42. Kt. to K. sixth (check)
43. P. to Q. B. fifth (*c*)
44. Kt. takes P.
45. Kt. to Kt. seventh
46. Kt. takes Q. R. P.
47. Kt. to B. fourth
48. P. to Q. R. fifth
49. P. takes P.
50. K. takes P.
51. K. to Kt. square

And Wins.

[Notes.]

Notes.

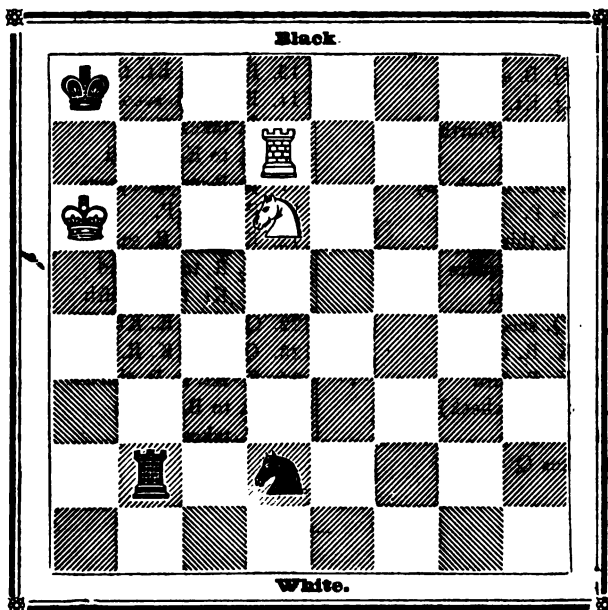
(a) White has now got a very finely disposed game, and he rightly gives up the Pawn for the sake of the attack.

(b) Tempting, but not nearly so sound as taking the K. Kt. with the Bishop.

(c) From this move to the end Black plays capitally.

PROBLEM, No. 54.

By Mr. A. Rosson of Newcastle.



White playing first, Mates in four moves.



The three next games were lately played at Liverpool, between Messrs. Perigal and Spreckley.

White. (Mr. PERIGAL.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. B. to Kt. fifth
5. P. to K. third
6. P. takes P.
7. B. to Q. third
8. K. Kt. to K. second
9. B. to K. R. fourth
10. P. takes P.
11. Castles
12. B. to Kt. third
13. R. to Q. B. square
14. B. to Q. Kt. square
15. K. Kt. to Q. fourth
16. P. takes B.
17. P. to K. B. fourth (a)
18. P. takes P.
19. Q. to Q. third (b)
20. Q. R. to K. square
21. Q. to K. third
22. Q. to Q. second
23. P. to K. R. third
24. B. to K. B. fifth
25. Q. takes P. (check)
26. B. takes B.
27. Kt. takes Q. P.

Black. (Mr. SPRECKLEY.)

1. P. to Q. fourth
2. P. to K. third
3. K. Kt. to B. third
4. K. B. to Kt. fifth
5. Castles
6. P. takes P.
7. B. to K. third
8. P. to K. R. third
9. P. to Q. B. fourth
10. K. B. takes P.
11. P. to K. Kt. fourth
12. Q. Kt. to B. third
13. B. to Q. Kt. third
14. K. to Kt. second
15. B. takes Kt.
16. Q. to K. second
17. Q. R. to Q. square
18. P. takes P.
19. K. R. to R. square
20. K. R. to R. third
21. K. Kt. to Kt. fifth
22. Q. R. to K. Kt. square
23. Q. R. to K. R. square
24. K. Kt. to B. third
25. K. to B. square
26. P. takes B.

And wins.

Notes.

- (a) White maintains the attack with remarkable ability.
- (b) Threatening to take the Kt. with his K. Rook.



Between the same players.

White. (Mr. PERIGAL.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to K. R. third
10. B. to K. Kt. fifth
11. B. to K. R. fourth
12. B. to K. Kt. third
13. R. to K. square
14. B. takes Q. P.
15. Q. Kt. to B. third (a)
16. Kt. takes Kt.
17. P. to Q. fifth
18. Kt. to K. fifth
19. Q. to K. R. fifth
20. R. takes B.
21. Q. R. to K. square (b)
22. P. to K. R. fourth
23. P. takes P.
24. Kt. to Kt. fourth
25. Kt. to B. sixth (check)
26. Q. to B. third
27. Kt. to K. eighth (check)
28. R. to K. Kt. fourth
29. B. takes B.
30. Q. to K. Kt. third
31. Kt. takes K. B. P. (check)
32. R. takes P. (check)
33. Q. to Kt. fourth (e)
34. Q. to R. fifth (check) (f)
35. Q. R. takes Kt. (check)

Black. (Mr. SPECKLEY.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to R. fourth
6. B. to Q. Kt. third
7. P. takes P.
8. P. to Q. third
9. K. Kt. to B. third
10. P. to K. R. third
11. P. to K. Kt. fourth
12. Kt. takes K. P.
13. P. to Q. fourth
14. Q. takes B.
15. Q. to Q. square
16. Castles
17. Q. Kt. to his square
18. Q. B. to K. B. fourth
19. B. takes Kt.
20. Q. to B. third
21. B. to Q. B. fourth
22. Q. to Kt. second
23. P. takes P.
24. Q. to Kt. third
25. K. to Kt. second (c)
26. B. to Q. third (d)
27. K. to Kt. square
28. Kt. to Q. second
29. P. takes B.
30. P. to K. B. third
31. Q. takes Kt.
32. K. to B. second
33. Kt. to K. fourth
34. K. to K. second
35. P. takes R.

White. (Mr. PERIGAL.)

- 36. R. takes P. (check)
- 37. P. to Q. sixth
- 38. K. to R. second
- 39. K. to R. square
- 40. R. to K. square

Black. (Mr. SPRECKLEY.)

- 36. K. to Q. square
- 37. Q. takes K. B. P. (check)
- 38. Q. to B. fifth (check)
- 39. Q. R. to B. square.
- 40. Q. R. to B. fifth

And wins.

Notes.

(a) Many parts of the game are admirably played by Mr. Perigal.

(b) If White had now moved the Kt. to K. Kt. fourth, Black dared not take the Q. Rook with his Q., but he might have compelled an exchange of Queens by playing his Q. to K. Kt. third.

(c) Taking the Kt. would obviously have been fatal on account of White's playing the B. to K. fifth next move.

(d) To prevent the dreaded move of the B. to K. fifth.

(e) Still threatening to "pin" the Queen.

(f) His proper play was to take the Kt. with his Q.'s Rook at this moment. He would then have had the better game decidedly. Let us suppose—

34. Q. R. takes Kt.

34. P. takes R.

Taking the K. B. P. and checking the King would avail him nothing.

35. Q. to her seventh (check)

35. Q. to K. second

36. R. to K. Kt. seventh (check)

36. K. takes R.

This seems a trifle stronger than checking with the R. at B.'s fifth.

37. Q. takes Q. (check)

37. R. to K. B. second

38. Q. takes K. P. (check)

And ought to win.



Between the same Players.

White. (Mr. PERIGAL.)

- 1. P. to Q. fourth
- 2. P. to Q. B. fourth
- 3. Q. Kt. to B. third
- 4. P. to K. fourth
- 5. B. takes P.
- 6. P. to K. B. fourth
- 7. K. Kt. to B. third
- 8. Castles

Black. (M. SPRECKLEY.)

- 1. P. to K. third
- 2. P. to Q. fourth
- 3. P. takes P.
- 4. B. to K. second
- 5. K. Kt. to B. third
- 6. Castles
- 7. P. to K. R. third
- 8. K. B. to Q. Kt. fifth

White. (Mr. PERIGAL.)

to K. fifth
 Kt. to K. fourth (a)
 Kt. to K. Kt. third (b)
 to Q. R. third
 to Q. third
 to K. B. fifth
 to K. fourth
 to Q. third
 to K. second
 takes K. B. P.
 takes P. (check)
 Kt. to K. fourth
 takes K. B. (check)
 to K. second
 takes R.
 to K. B. second
 R. to K. R. third
 takes P.
 to Q. B. second
 to K. third
 to Q. Kt. third (check)
 B. to K. Kt. fifth (c)
 B. takes R.
 to R. second
 to R. fourth
 to B. square
 takes R.
 to K. square
 takes Kt.
 to B. second
 takes Kt.

Black. (Mr. SPRECKLEY.)

9. Kt. to K. square
 10. P. to Q. Kt. third
 11. P. to Q. R. third
 12. B. to K. second
 13. P. to Q. B. fourth
 14. P. to Q. Kt. fourth
 15. Q. R. to R. second
 16. Q. B. to Kt. second
 17. P. to K. B. third
 18. B. takes P.
 19. K. to R. second
 20. Q. B. to Q. fourth
 21. R. takes Kt.
 22. B. takes Kt.
 23. Q. R. to K. second
 24. Q. Kt. to B. third
 25. K. to Kt. square
 26. Q. R. to Q. second
 27. Kt. to Q. fifth
 28. Kt. takes K. B. P.
 29. K. to R. square
 30. Q. Kt. to Q. fifth
 31. K. Kt. takes Q. B.
 32. K. Kt. to Kt. fifth
 33. Kt. to K. seventh (check)
 34. R. to Q. eighth (check)
 35. Q. takes R. (check)
 36. Kt. to Kt. sixth (check)
 37. Kt. takes P. (check)
 38. Kt. to Kt. fifth (check)
 39. Q. takes R.

White mates in four moves.

Notes.

The opening of this game is played in Mr. Perigal's best style. P. to Q. fifth looks inviting, and we do not, at the moment, see how to get back to it. All this is well played.



Smart specimen of the Evans' attack, played between Sir John Blunden and Mr. Finch.

White. (Sir J. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. B. to Q. Kt. second
10. K. B. to Q. third
11. P. to Q. fifth
12. P. to K. fifth (*a*)
13. Kt. takes P.
14. Q. Kt. to B. third
15. Q. takes B.
16. Kt. to K. B. third
17. Q. R. to K. square
18. Q. B. to Q. R. third (*b*)
19. R. takes R. (check)
20. P. to Q. sixth
21. P. to Q. seventh
22. R. to K. square
23. Q. Kt. to Q. fifth (*c*)
24. Q. Kt. to K. B. fourth (*d*)
25. R. to K. sixth
26. R. takes K. B. P.
27. Kt. takes K. Kt. P.
28. R. takes Kt.

Black. (Mr. FINCH.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Q. Kt. to Q. R. fourth
10. K. Kt. to K. R. third
11. Castles.
12. P. takes P
13. Q. B. to K. B. fourth
14. B. takes B.
15. P. to K. B. third
16. Kt. to K. B. second
17. P. to Q. B. third.
18. K. R. to K. square
19. Q. takes R.
20. P. to Q. B. fourth
21. Q. to K. third
22. Q. to her B. third
23. K. to B. square
24. P. to K. Kt. third
25. Q. to her B. second
26. K. to Kt. square
27. R. to Q. square

And Wins.

Notes.

- (*a*) The right style—there must be no finching when once you have begun a Gambit attack.
 (*b*) Well timed ; he can now avoid exchanging his invaluable Pawn.
 (*c*) Capital again. Black must look twice ere he snatch the Pawn.
 (*d*) This is good, but K. Kt. to Q. fourth is better, if we mistake not.

Sicilian
Opening.

The following game is one of the recent contest between the Hon. Secretary of the London, and the Hon. Secretary of the Liverpool Chess Club.

White. (MR. SPECKLEY.)

1. P. to K. fourth
2. Kt. to B. third
3. P. to Q. fourth
4. P. takes P.
5. Kt. to B. third
6. B. to Q. third
7. Castles
8. P. to Q. B. third
9. B. to K. Kt. fifth
10. K. takes Kt.
11. P. to B. second
12. K. takes P.
13. P. to Q. third
14. Kt. to Q. second
15. K. takes Kt.
16. Kt. to Kt. third
17. R. to Q. square
18. Kt. to Q. fourth
19. P. to K. B. fourth
20. K. to R. square
21. K. Kt. to B. third
22. P. to K. Kt. third
23. P. takes P.
24. K. Kt. to Q. fourth (b)
25. Q. to K. Kt. second (c)
26. Q. takes Q. P. (check)
27. P. takes P. (d)
28. R. to B. second
29. Q. R. to K. B. square
30. Q. to K. Kt. second
31. R. takes R.
32. K. to Kt. square

Black. (MR. PERIGAL.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. takes P.
4. B. to Q. B. fourth
5. Q. Kt. to B. third (a)
6. K. Kt. to K. second
7. Castles
8. P. to K. B. fourth
9. P. to K. R. third
10. Kt. takes B.
11. P. takes P.
12. P. to Q. fourth
13. Kt. to B. fourth
14. Q. to B. third
15. P. takes B.
16. K. B. to Kt. third
17. Q. B. to K. third
18. Q. B. to Q. second
19. Q. R. to K. square
20. R. to K. second
21. K. B. to Q. B. second
22. P. to K. Kt. fourth
23. P. takes P.
24. Q. R. to K. R. second
25. P. to K. B. fifth
26. K. R. to B. second
27. B. takes P.
28. P. to K. Kt. fifth
29. Q. to K. R. fifth
30. K. B. takes P. =
31. B. to K. B. fourth (dis. check)
32. R. takes R.

And wins.

Notes.

) Q. to her Kt.'s third would have been an embarrassing move for te.

(b) The vacillating movements of this Kt. are anything but conducive to the success of White's game. They appear to us only as so many lost moves.

(c) Hardly so good as Q. Kt. to Q. B. fifth.

(d) Again we should have thought playing the Kt. to Q. B. fifth far preferable. Of what possible utility can he be where he is now posted?



Game between Mr. Harry Wilson and
Lt. Colonel Nesbit.

Black. (Mr. H. W.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. P. to Q. Kt. fourth
7. P. to Q. R. fourth
8. P. to Q. Kt. fifth
9. Q. B. to K. Kt. fifth
10. Castles
11. Q. Kt. to Q. second
12. Q. to her Kt. third
13. P. to Q. fourth
14. P. to Q. fifth
15. P. to K. R. third
16. B. to K. third
17. B. takes B.
18. B. to Q. third (a)
19. Kt. to Q. B. fourth
20. K. to R. second
21. P. to K. Kt. third
22. K. Kt. to Q. second
23. Q. to her B. second
24. P. to K. Kt. fourth
25. K. R. to K. Kt. square
26. Q. takes Kt.
27. Q. to K. third

White (Col. N.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. to Q. third
6. B. to Q. Kt. third
7. P. to Q. R. fourth
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third
10. Castles
11. Q. B. to K. third
12. Q. to K. second
13. Q. R. to Q. square
14. Q. B. to Q. second
15. P. to K. R. third
16. K. Kt. to K. R. second
17. Q. B. P. takes B.
18. Q. B. to his square (b)
19. Q. to her B. second
20. K. Kt. to B. third
21. K. Kt. to Q. second
22. K. Kt. to Q. B. fourth
23. Q. to her second (c)
24. Q. to her B. second
25. Kt. takes B. (d)
26. Q. to her B. fourth
27. Kt. to K. B. fifth (e)

<i>Black.</i> (Mr. H. W.)	<i>White.</i> (Col. N.)
28. Q. Kt. takes the double P.	28. Q. takes Q.
29. P takes Q.	29. Kt. to K. seventh
30. R. to K. Kt. second	30. Kt. takes Q. B. P.
31. Q. R. to his third	31. Kt. to Q. eighth
32. K. Kt. to Q. B. fourth	32. P. to K. R. fourth
33. K. R. to Q. second (<i>f</i>)	33. P. takes P.
34. R. takes Kt.	34. P. to K. B. fourth
35. Kt. takes B.	35. Q. R. takes Kt.
36. Kt. takes Q. P.	36. R. to Q. B. seventh (check)
37. K. to Kt. third	37. P. takes K. R. P.
38. Kt. takes K. B. P.	38. Q. R. to K. Kt. seventh (check)
39. Kt. takes P.	39. Q. R. to K. Kt. fourth
40. P. to Q. sixth	40. P. to K. Kt. third
41. P. to Q. seventh	41. R. to Q. square
42. Q. R. to Q. B. third	42. K. to B. second
43. R. to Q. B. eighth	

And wins.

Notes.

- (a) Intending to play in his Kt. to Q. B. fourth.
 (b) P. to K. B. fourth looks a better move.
 (c) This obliges Black to play his Kt. P. and thus admit the adverse Kt. to the K. B. fourth square.
 (d) Impolitic. He should have played the other Kt. to K. B. fifth, and he would have got a fine attack in a few more moves.
 (e) Too late.
 (f) This wins the Kt.



Mr. HARRY WILSON giving the Pawn and two moves to an AMATEUR.

(Remove Black's K.B.P. from the Board.)

<i>White.</i> (Mr. H.)	<i>Black.</i> (Mr. W.)
1. P. to K. fourth	1
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to Q. B. third (<i>a</i>)	4. P. takes P.
5. P. takes P.	5. B. checks

White. (Mr. H.)

6. Q. B. to Q. second
7. Q. Kt. takes B.
8. Q. to K. R. fifth (check)
9. Q. to K. R. sixth
10. Q. to K. third (*b*)
11. Q. to K. B. fourth (*c*)
12. P. to K. fifth
13. K. Kt. to B. third
14. P. to K. Kt. fourth
15. Castles on K.'s side
16. Q. to K. Kt. third
17. Kt. takes Kt.
18. Q. R. to Q. square
19. Kt. to K. Kt. fifth
20. Kt. takes K. R. P.
21. B. takes K. Kt. P. (check)
22. Q. to R. fourth (check)
23. K. to Kt. second (*e*)
24. B. to R. fifth
25. Q. to K. B. sixth
26. R. to Q. B. square (check)
27. P. to K. R. third
28. Kt. to his fifth
29. K. moves

Black. (Mr. W.)

6. B. takes B. (check)
7. K. Kt. to K. second
8. P. to K. Kt. third
9. K. Kt. to his square
10. Kt. to K. second
11. P. to Q. fourth
12. Q. Kt. to B. third
13. K. Kt. to K. B. fourth
14. K. Kt. to K. R. fifth
15. R. to K. B. square
16. Kt. takes Kt. (check)
17. Q. to her Kt. third
18. B. to Q. second (*d*)
19. Kt. takes Q. P.
20. R. to K. B. sixth
21. K. to Q. square
22. K. to Q. B. second
23. Q. R. to K. Kt. square
24. Kt. to K. B. fourth
25. Q. to Q. Kt. fifth (*f*)
26. K. to Q. Kt. third
27. Q. to K. fifth
28. R. to Kt. sixth (double check)
29. Q. mates.

Notes.

- (*a*) Much better to take the Pawn at once.
- (*b*) If to K. Kt. seventh, Black would force an exchange of Queens by playing his Q. to K. B. third.
- (*c*) As an impediment to Black's Castling.
- (*d*) It must be quite evident why Black does not take the Q. P.
- (*e*) Threatening to gain a Piece by taking the Kt. with his Q. R., &c.
- (*f*) Prettily conceived. If the Adversary take the Rook, he is Mated *a la Matador*.

CHESS IN THE METROPOLIS.



Pawn and
two moves.

The two next games were played in a match between Messrs. HARBWITZ and MEDLEY, the former giving the Pawn and two moves.*

(Remove White's K. B. P. from the Board.)

Black. (Mr. MEDLEY.)

to K. fourth
to Q. fourth
Kt. to B. third
to Q. fifth
to K. B. fourth
Kt. to B. third
takes P. *en passant*
to K. B. fifth
B. to Q. B. fourth
stiles on K.'s side
Kt. to Q. fourth
B. to K. sixth
takes B. (check)
Kt. to K. sixth
takes B.
takes P.
R. to K. square
to K. R. fifth
B. to Kt. fifth (a)
takes Kt. (b)
takes R.
to R. fourth
takes Q.
to K. square (check)
to K. seventh (c)
takes Kt. (check)
takes P.

White. (Mr. HARBWITZ.)

1.
2. Q. Kt. to B. third
3. P. to Q. third
4. Q. Kt. to K. fourth
5. Q. Kt. to B. second
6. P. to K. fourth
7. Q. B. takes P.
8. Q. B. to Q. second
9. K. Kt. to R. third
10. P. to Q. B. third
11. P. to K. Kt. third
12. K. B. to Kt. second
13. Q. takes B.
14. B. takes Q. Kt.
15. P. takes P.
16. Kt. takes P.
17. K. Kt. to K. second
18. K. R. to Kt. square
19. R. to Kt. third
20. R. takes Kt.
21. Q. takes R.
22. Q. to K. Kt. third
23. P. takes Q.
24. K. to B. square
25. P. to K. Kt. fourth
26. K. takes R.
27. R. to K. square

a match, it is hardly necessary to say, came off some time back. Mr. since that period having improved so much that Mr. H. has no longer
nce of success against him at such odds as the Pawn and two moves.

Black. (Mr. MEDLEY.)

- 28 K. to B. second
29. B. to K. third
30. P. to K. Kt. third
31. P. to K. R. fourth
32. K. to K. second
33. B. to K. B. fourth
34. K. to Q. third
35. B. to Q. sixth
36. P. to Q. R. third
37. B. to K. B. fourth
38. B. to K. fifth
39. B. to K. B. fourth
40. B. to Q. sixth
41. B. to Q. B. seventh
42. R. P. takes P.
43. K. to Q. second
44. B. to Q. sixth
45. B. takes P.

White. (Mr. HARRWITZ.)

28. K. to Kt. third
29. P. to Q. B. fourth
30. R. to K. R. square
31. K. to K. R. fourth
32. K. to Kt. fifth
33. P. to Q. fourth
34. P. to Q. Kt. fourth
35. R. to Q. B. square
36. P. to Q. R. fourth
37. R. to Q. B. third
38. R. to K. third
39. R. to K. fifth
40. R. to Q. B. fifth
41. P. to Q. Kt. fifth
42. P. to Q. R. fifth
43. P. takes P.
44. R. takes P.
45. R. takes K. Kt. P.

And after a few more moves Black resigned.

Notes.

- (a) Black has a splendid attack at this stage.
- (b) He might have gained the Queen for the three Pieces.
- (c) This oversight costs the game.



Pawn and
two moves.

Between the same players.

(Remove Black's K. B. P. from the Board.)

White. (Mr. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. B. fourth
4. P. to Q. fifth
5. K. B. to Q. third
6. P. to K. B. fourth
7. P. takes P.
8. K. Kt. to B. third

Black. (Mr. HARRWITZ.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. P. to Q. third
5. P. to K. fourth
6. K. Kt. to B. third
7. P. takes P.
8. K. B. to Q. third

White. (Mr. MEDLEY.)

Castles
 1. to K. B. third
 2. Kt. to B. third
 3. B. to K. Kt. fifth
 4. to Q. second
 5. B. to K. second
 6. Kt. to R. fourth
 7. Kt. takes Q.
 8. takes R.
 9. takes Kt.
 10. to K. fourth
 11. to Q. B. third
 12. to Q. third
 13. takes B.
 14. B. takes K. Kt. P.
 15. to K. square
 16. to K. R. fifth
 17. to Q. Kt. third
 18. to K. Kt. third (c)
 19. to K. Kt. fourth
 20. to Q. Kt. second (d)
 21. B. takes K. P.
 22. takes Kt.
 23. to Q. B. third
 24. takes R.
 25. to B. second
 26. to B. third
 27. to K. B. second
 28. to K. third
 29. to K. Kt. fifth
 30. to K. B. fourth (check)
 31. to Q. sixth (e)
 32. to Q. seventh
 33. takes P.
 34. to K. fourth
 35. to Q. fifth (f)
 36. to K. third
 37. takes Q. B. P.
 Queens
 38. takes B.
 39. to Q. fourth

(Black Mr. HARWITZ)

9. Castles
 10. Q. Kt. to R. third
 11. Q. B. to Q. second
 12. Q. to K. square
 13. Q. to K. R. fourth (a)
 14. Q. to K. Kt. third
 15. Kt. takes K. P. (b)
 16. R. takes R. (check)
 17. Kt. takes Q.
 18. P. takes Kt.
 19. K. B. to Q. B. second
 20. Q. B. to K. B. fourth
 21. B. takes Kt.
 22. R. to K. B. square
 23. Kt. to Q. Kt. square
 24. Kt. to Q. second
 25. R. to K. B. fifth
 26. P. to Q. Kt. fourth
 27. R. to K. B. square
 28. P. to Q. Kt. fifth
 29. Kt. to K. B. third
 30. Kt. takes K. B.
 31. R. to K. square
 32. R. takes R. (check)
 33. K. to B. second
 34. K. to B. third
 35. K. to his fourth
 36. B. to Q. Kt. third
 37. P. to Q. R. fourth
 38. P. to K. Kt. third
 39. K. to Q. fifth
 40. P. to Q. R. fifth
 41. P. takes Q. Kt. P.
 42. K. to Q. B. sixth
 43. K. takes P.
 44. K. to Q. B. seventh
 45. P. to Q. Kt. sixth
 46. Q. B. takes B.
 47. P. to Q. Kt. seventh
 48. P. Queens

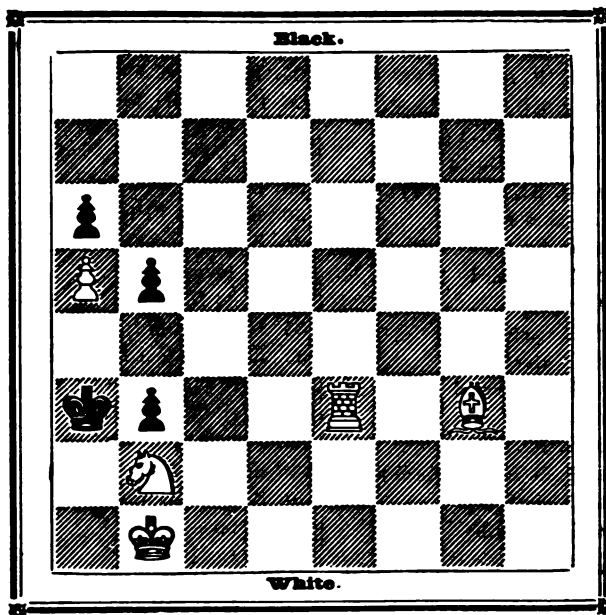
game was ultimately won by Mr. Medley, but it might have been
 rably shortened by his exchanging Queens now.

Notes.

- (a) Lost time.
- (b) Brilliant and enterprising, but as the after play shews, not sound.
- (c) A good move.
- (d) But why not take the Q. Kt. P.?
- (e) It required nice calculation before resolving on this move.
- (f) The slightest error must have lost the game off hand.

PROBLEM, No. 55.

By H. E. K., York.



White to Mate in four moves.

CHESS ON THE CONTINENT.



Game played at Bruges, between M. Le Baron
de Kemioulle and Mr. F. H. Deacon.

Black. (M. De K.)

1. P. to K. B. fourth
2. K. Kt. to B. third
3. P. to K. third
4. K. B. to K. second
5. P. to Q. fourth
6. P. to Q. Kt. third
7. Q. B. to Q. Kt. second
8. K. to K. B. second
9. P. to Q. B. third
10. Q. Kt. to R. third
11. P. takes Q. B. P.
12. K. Kt. to Q. fourth
13. Q. takes B.
14. K. R. to Q. B. square
15. P. to Q. Kt. fourth
16. K. to Kt. square
17. Q. Kt. to Q. B. second
18. K. R. to K. B. square
19. K. B. P. takes P.
20. K. Kt. to K. B. fifth
21. P. to Q. B. fourth
22. K. R. to K. B. fourth
23. Q. R. to K. B. square
24. B. takes Kt.
25. Q. to K. Kt. fourth
26. Q. R. to Q. square
27. Q. Kt. to Q. fourth
28. Q. Kt. to K. sixth
29. Q. takes K. R. P.
30. K. R. to K. R. fourth

White. (Mr. D.)

1. P. to Q. fourth
2. Q. B. to K. Kt. fifth
3. P. to Q. B. fourth
4. Q. Kt. to B. third
5. P. to K. third
6. K. Kt. to R. third
7. K. Kt. to K. B. fourth
8. Q. to her Kt. third
9. K. B. to Q. third
10. P. to Q. R. third
11. K. B. takes P.
12. Q. B. takes B.
13. K. Kt. to Q. third
14. Castles. (K. R.)
15. K. Kt. to K. fifth (check)
16. K. B. to Q. third
17. Q. R. to K. square
18. P. to K. fourth
19. Q. Kt. takes K. P.
20. B. to Q. Kt. square
21. Q. to Q. B. second
22. P. takes Q. B. P.
23. P. to K. B. third
24. Q. R. takes B.
25. Kt. to Q. seventh
26. P. to Q. B. sixth
27. K. R. to Q. square
28. P. to K. R. fourth
29. R. takes Kt. on K. third
30. Kt. to K. B. sixth (check)

Black. (M. De K.)

31. P. takes Kt.
32. K. to K. Kt. second
33. R. takes Q.
34. K. takes B.
35. Q. to K. Kt. fourth
36. K. takes R.
37. K. to Kt. second
38. K. to Kt. third
39. Q. to Q. B. fourth
40. Q. to her Kt. third
41. Kt. to Q. fourth
42. P. to K. B. fourth
43. P. to K. B. fifth
44. K. to K. Kt. fourth
45. Kt. to K. B. third
46. K. to K. B. fourth
47. K. to K. Kt. third

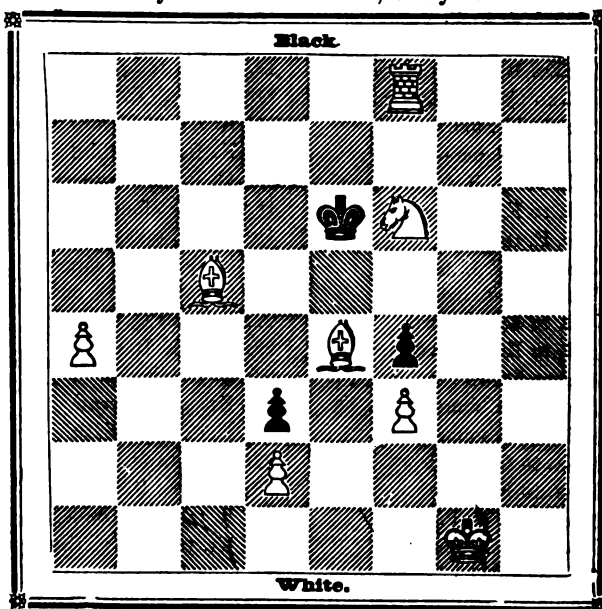
White. (Mr. D.)

31. R. takes R. (check)
32. Q. takes K. R. P. (check)
33. B. takes R.
34. P. to Q. B. seventh
35. R. to K. R. eighth (check)
36. P. "Queens" (check)
37. Q. to her seventh (check)
38. Q. to her second
39. P. to Q. Kt. fourth
40. K. to K. R. second
41. R. to K. fourth
42. R. to K. R. fourth
43. Q. to Q. B. second (check)
44. Q. to K. R. seventh
45. Q. to K. R. sixth (check)
46. Q. takes K. B. P. (check)
47. R. to K. R. sixth (check)

And Black at length surrenders.

PROBLEM, No. 57.

By Mr. H. B. BULLOCK, of Lynn.



White playing first, Mates in four moves.

PHRENOLOGICAL REMARKS ON MR. HARRWITZ, THE CELEBRATED BLINDFOLD CHESS-PLAYER.

Mr. Harrwitz, the subject of this brief sketch, is a native of Breslau, in Prussia, and a very well-educated man. He has recently attracted attention for his marvellous power of playing two games of chess at one and the same time, without looking at either of the boards. It may, therefore, not be altogether a useless task to endeavour to explain, on phrenological *data*, his mental peculiarities. The writer would premise that, when introduced to Mr. Harrwitz, he asked what had induced him to attain his present mastery over a game capable of such a vast number of changes? That, as a mental process, he must still keep before his mind certain tangible entities, before their various movements could be indicated, and he possess a purely mental abstraction of their respective localities? His answers were similar to those given by Bidder, and other calculating prodigies—"He could not explain the process; he had gradually acquired the power." Yet the philosopher cannot regard his extraordinary capacity as anything adventitious, but as dependent on some innate mental power or powers.

Mr. Harrwitz, though a small man, has a large brain, with intellectual powers so much above mediocrity that in the usual phrase of phrenological manipulators, "they are *very* large," whilst there is imparted to them an excessive activity, owing to his nervo-bilious temperament—a constitution arising from a cerebral structure, which gives intense energy to thoughts and feelings.

It has been already mentioned that Mr. Harrwitz plays two games at one time. This he does by mentally observing No. 1 in the first instance, and, after regarding the position of his own pieces and that of his adversary directs the move that shall be made for him. He then dismisses No. 1 from his mind altogether, and attends to No. 2 in a similar manner. The question occurs—what mental faculties are required for such a process, and for such a power of abstraction? He would require a large *individuality* and *form* to have a picture (mentally) of the Pawns, Knights, Bishops, Castles, Kings, and Queens, and *colour* to distinguish his own from his adversary's; *locality* to perceive their positions, and *order* to mark their relative arrangement; whilst *eventuality* would take cognizance of the moves, and the *reflecting faculties* (comparison and causality) would reason on the principles which govern their changes, by inferring the certain results, which previous experience had furnished. The marvellous part of the affair is that, after mastering an intricate and scientific game, he is

enabled, by his extraordinary power of *concentration*,* to keep each game before his mind's eye, and by a mere volition, dismiss each at pleasure from occupying his attention, and yet recall either of them on the next occasion as vividly as if he had been regarding the board with the pieces on them without any intermission.

Hence, though a most extraordinary result of application, it is *still* explicable, as Mr. Harrwitz possesses all the *perceptive* faculties we have named as essential for such a mental process, and with large reflective faculties, well worked out, from the incessant exercise he has given them.

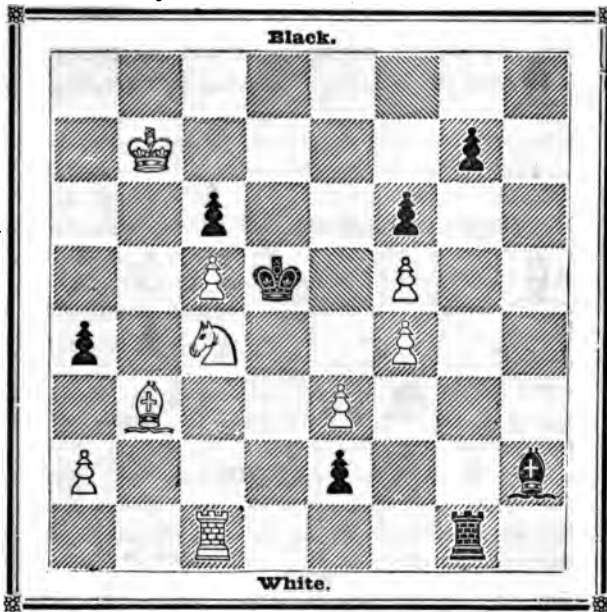
That this is not a mere speculation, we may mention an analogous mental condition in some particulars. Some landscape painters, with perceptive faculties as well developed as in the case of Mr. Harrwitz, have been known to go out and make a sketch from nature, and when finishing it, by a mere mental effort reproduce the scene itself and then fill up the details as accurately as if they had revisited the spot itself. In each case the visible objects had been so intensely cognised as to be mentally daguerrotyped on the *sensorium*; but in the case of the landscape painter, the objects remained in their original places, whilst in the instance of Mr. Harrwitz, they are constantly changing their local positions. Yet it may be said that, as the former had a vast many objects to recognise, and the latter no more than six kinds, their respective mental efforts were equal. We think otherwise, as the combinations capable of being produced by the two sets of chessmen are so numerous that it would seem a stretch of the imagination to name them, and Mr. Harrwitz must be acquainted with their every possible change of position to contend at one and the same time with well-skilled players of the game. In conclusion, we may add that his skill and eminence have been acquired by an intensity of application, which, if applied to other departments of scientific knowledge or the fine arts, would have obtained for him a name of equal celebrity.

* Concentrativeness is very large in Mr. Harrwitz's head.



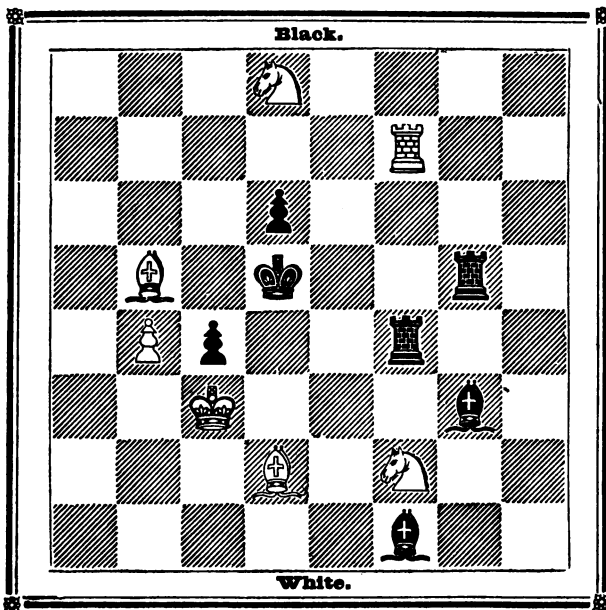
PROBLEM, No. 58.
By Mr. G. S. JELlicoe of Oxford.

319



White to play and Mate in five moves.

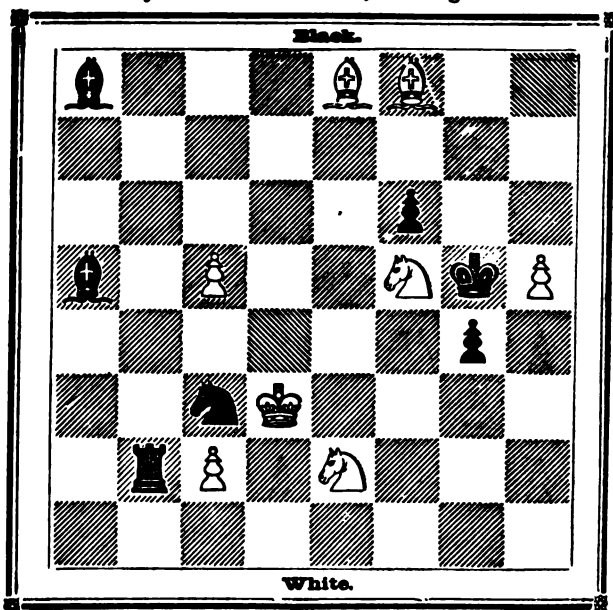
PROBLEM, No. 59.
By ZETA of Malmesbury.



White to play and Mate in four moves.

PROBLEM, No. 60.

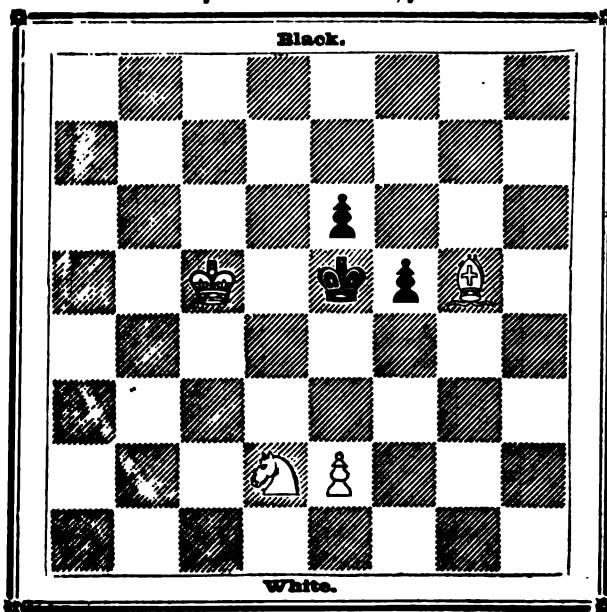
By Mr. A. G. M'COMER, of Glasgow.



White to play and Mate in five moves.

PROBLEM, No. 61.

By Mr. W. LAMBERT, jun.



White to play and Mates in four moves.

CHESS IN THE METROPOLIS.



Evans'
Gambit.

From the fine Collection of unpublished Games
between Messrs. HAREWITZ and S—a.

White. (MR. HAREWITZ.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. P. to K. fifth
11. R. to K. square
12. Q. B. to Kt. second
13. P. takes P.
14. Q. Kt. to B. third
15. Q. Kt. to K. second
16. B. to Q. Kt. third
17. Q. Kt. to K. Kt. third
18. B. to Q. B. second
19. Q. R. to Q. B. square
20. P. takes B.
21. K. takes B.
22. R. to K. fourth
23. Q. to Q. fourth
24. Q. takes Q.
25. B. to Q. Kt. third
26. K. to K. third
27. B. to Q. B. fourth
28. B. takes K. Kt.

VOL. X.

Black. (MR. S.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. R. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Q. Kt. to K. second
10. Q. Kt. to K. Kt. third
11. K. Kt. to K. second
12. Castles
13. P. takes P.
14. Q. B. to K. B. fourth
15. R. to Q. B. square
16. B. to K. Kt. fifth
17. Q. Kt. to K. R. fifth
18. K. Kt. to K. Kt. third (a)
19. B. takes Kt.
20. K. B. takes P. (check) (b)
21. K. Kt. to K. B. fifth
22. Q. Kt. to K. Kt. third
23. Q. to Q. Kt. third
24. P. takes Q.
25. K. Kt. to Q. sixth (check)
26. Kt. takes B.
27. K. Kt. to K. fourth
28. P. takes B.

T T

White. (Mr. HARBWITZ.)

29. Kt. to B. fifth
30. K. to Q. second
31. P. to Q. R. fourth
32. Kt. to K. third
33. R. takes K. P.
34. K. takes Kt.
35. R. to K. fourth
36. K. to Q. Kt. second
37. K. to Kt. third
38. R. takes P.
39. R. to K. sixth
40. B. to Q. fifth
41. B. to K. fourth
42. R. takes Q. Kt. P.
43. P. takes R.
44. P. to Q. R. fifth
45. P. to K. fifth
46. R. to Q. sixth
47. R. to Q. Kt. sixth
48. K. to Q. B. fourth
49. K. to Q. fifth
50. R. to Q. Kt. third
51. K. to K. fourth
52. R. takes K. R. P.
53. R. to Q. Kt. third
54. K. to K. B. fourth
55. K. to Kt. fourth
56. R. to Kt. sixth (check)
57. R. takes P. (check)
58. R. to Q. B. seventh

Black. (Mr. S.)

29. K. to R. square
30. K. R. to Q. square
31. P. to K. Kt. third
32. P. to K. B. fourth
33. P. to B. fifth
34. P. takes Kt.
35. R. takes P.
36. R. to Q. seventh (check)
37. R. takes K. R. P.
38. Q. R. to Q. B. second
39. R. to K. B. seventh
40. R. to K. B. eighth
41. R. to K. eighth
42. R. takes B.
43. K. to Kt. second
44. P. to K. R. fourth
45. P. to K. R. fifth
46. R. to K. second
47. P. to K. R. sixth
48. K. to Kt. square
49. K. to B. second
50. R. to Q. second (check)
51. K. to K. third
52. R. to Q. fourth
53. R. takes P. (check)
54. R. to B. fourth (check)
55. R. takes P.
56. K. to B. second
57. K. to B. square

Drawn Game.

Notes.

(a) Apprehensive of White's taking the K. R. P. (check) with his K. Bishop, and if the King took the Bishop, K. Kt. to K. fifth. Perhaps, however, his best mode of avoiding that danger was to take the K. Kt. at once, for example,

19. P. takes B.
20. Q. takes R.
21. K. moves

18. B. takes Kt.
19. Q. R. takes B.
20. Kt. takes P. (check)
21. Kt. takes R.

gaining another Pawn, and the exchange back.

(b) Many parts of this game are capitally played by Black, but the present move appears to have been made under the misconception that he could win White's Bishop in return by checking at Q. Kt. third.



Mr. HARRWITZ gives the Pawn and move to
Mr. MONGREDIEN.

Remove Black's K .B. P. from the board.

<i>White. (Mr. MONGREDIEN.)</i>	<i>Black. (Mr. HARRWITZ.)</i>
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. Q. B. to K. B. fourth
4. P. to K. Kt. fourth	4. Q. B. to K. fifth
5. K. Kt. to B. third	5. P. to K. third
6. P. to Q. third	6. B. takes Kt.
7. Q. takes B.	7. Q. Kt. to Q. fifth
8. Q. to K. B. second	8. K. B. to Q. B. fourth
9. Q. to K. Kt. second	9. Q. to K. R. fifth (check)
10. K. to Q. square	10. K. Kt. to R. third
11. P. to K. R. third	11. Castles on K.'s side (a)
12. P. to Q. B. third	12. Q. Kt. to B. third
13. P. to Q. fourth	13. K. B. to Q. Kt. third
14. Q. B. to K. third	14. K. R. to K. B. second
15. Q. Kt. to Q. second	15. Q. R. to K. B. square
16. Q. Kt. to K. B. third	16. Q. to her square
17. Q. Kt. to K. Kt. fifth	17. K. R. to K. second
18. K. B. to Q. third (b)	18. P. to K. Kt. third
19. P. to K. R. fourth	19. Q. to her second
20. P. to K. R. fifth	20. Kt. to K. B. second
21. Kt. takes K. R. P. (c)	21. K. takes Kt.
22. P. takes P. (check)	22. K. to Kt. square
23. Q. to K. R. third	

And wins.

Notes.

- (a) This was ill-judged, and enables White to recover his lost ground
 (b) White has now a glorious attack.
 (c) The best move. No play can now retrieve Black's game.



Between the same Players.

Remove Black's K. B. P. from the Board.

White. (Mr. MONGREDIEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. Q. B. to K. Kt. fifth
5. K. B. to Q. third
6. P. to K. B. fourth
7. B. takes P.
8. Q. B. to K. third
9. K. Kt. to B. third
10. Castles
11. P. to K. R. third (*a*)
12. P. to Q. B. fourth
13. K. to R. second
14. K. Kt. to K. Kt. square (*b*)
15. Q. Kt. to B. third
16. K. Kt. to B. third (*c*)
17. B. takes B.
18. Kt. takes Kt.
19. Q. takes R.
20. K. to Kt. square
21. K. B. to K. second
22. B. to his third
23. Q. to K. second
24. Q. to K. B. square
25. K. to R. square
26. K. to Kt. square
27. Q. to K. square
28. R. takes Q.
29. R. to Q. Kt. square
30. B. to K. second
31. R. to K. B. square
32. K. takes R.
33. K. to B. second

Black. (Mr. HAREWITZ.)

1. Q. Kt. to B. third
2. P. to K. fourth
3. Q. Kt. to K. second
4. P. to Q. third
5. Q. to Q. second
6. P. takes P.
7. Kt. to K. Kt. third
8. K. Kt. to B. third
9. K. B. to K. second
10. Castles
11. P. to K. R. third
12. K. Kt. to K. R. fourth
13. K. Kt. to K. B. fifth
14. Q. to K. square
15. K. B. to K. Kt. fourth
16. Kt. takes K. R. P.
17. Kt. takes B.
18. R. takes R.
19. Q. to K. fourth (check)
20. Q. takes Kt.
21. B. to Q. second
22. R. to K. B. square
23. Kt. to K. B. fifth
24. Q. to K. Kt. sixth (*d*)
25. Q. to K. R. fifth (check) (*e*)
26. P. to K. Kt. fourth
27. Q. takes Q. (check)
28. Kt. to Q. sixth
29. Kt. to K. fourth
30. P. to K. Kt. fifth
31. R. takes R. (check)
32. K. to Kt. second
33. K. to B. third

<i>White.</i> (Mr. MONGREDIEN.)	<i>Black.</i> (Mr. HARRWITZ.)
34. Kt. to Q. square	34. K. to Kt. fourth
35. P. to K. Kt. third	35. P. to K. R. fourth
36. Kt. to K. third	36. P. to K. R. fifth
37. P. takes P. (check)	37. K. takes P.
38. K. to Kt. second	38. P. to Q. B. fourth
39. P. to Q. Kt. third	39. Kt. to K. Kt. third
40. Kt. to K. B. fifth (check)	40. B. takes Kt.
41. P. takes B.	41. Kt. to B. fifth (check)
42. K. to B. second	42. Kt. takes B.
43. K. takes Kt.	43. K. to Kt. fourth
44. K. to B. second	44. K. takes P.
45. K. to Kt. third	45. P. to Q. R. third
46. P. to Q. R. third	46. P. to Q. Kt. fourth
47. P. takes P.	47. P. takes P.
48. P. to Q. R. fourth	48. P. takes P.
49. P. takes P.	49. P. to Q. B. fifth
50. P. to Q. R. fifth	50. P. to Q. B. sixth
51. P. to Q. R. sixth	51. P. to Q. B. seventh
52. P. to Q. R. seventh	52. P. Queens
53. P. Queens	

And Black gave mate in two moves.

Notes.

(a) White retains the given Pawn, but in other respects his game is no better than his adversary's.

(b) Apprehensive of his taking the K. R. P.

(c) Taking off the Kt. with the B. would have been more prudent. Black now gains at least a Pawn.

(d) Mr. Harrwitz loses time here. He might now have taken the K. Kt. P. with safety and advantage, for suppose,

25. Q. takes Kt.	24. Kt. takes K. Kt. P.
26. Q. to K. B. second (best)	25. Q. to K. sixth (check)
	26. R. or Q. takes B.

and Black's two passed Pawns should win.

(e) Again, Mr. H. might have taken the P. with his Kt.



Mr. HARRWITZ gives Pawn and two moves to Mr. HUGHES.

Remove Black's K. B. P. from the board.

White. (Mr. HUGHES)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. K. B. to Q. Kt. fifth
5. P. to Q. fifth
6. B. takes B. (check)
7. P. to K. B. fourth
8. K. Kt. to K. second
9. Castles
10. B. takes P.
11. K. Kt. to Q. fourth
12. K. Kt. to K. sixth
13. K. to R. square
14. Q. to K. B. third
15. P. to Q. B. fourth
16. Q. Kt. to B. third
17. P. to Q. Kt. fourth
18. P. to Q. Kt. fifth (a)
19. P. takes P.
20. Q. R. to Q. Kt. square
21. P. takes Kt.
22. Q. to her B. sixth (b)
23. Q. R. to Q. Kt. seventh
24. K. R. to Q. Kt. square
25. Q. R. to Q. R. seventh
26. Q. Kt. to Q. fifth

Black. (Mr. HARRWITZ.)

- 1.
2. P. to Q. third
3. Q. Kt. to B. third
4. Q. B. to Q. second
5. Q. Kt. to K. fourth
6. Q. takes B.
7. Q. Kt. to K. Kt. third
8. P. to K. fourth
9. P. takes P.
10. K. Kt. to B. third
11. Castles
12. Q. R. to K. square
13. K. Kt. takes K. P.
14. K. Kt. to K. B. third
15. K. R. to Kt. square
16. P. to Q. R. third
17. K. B. to K. second
18. Q. Kt. to K. B. square
19. P. takes P.
20. Kt. takes Kt.
21. Q. takes P.
22. Q. to K. Kt. fifth
23. K. B. to Q. square
24. K. Kt. to Q. second
25. K. Kt. to Q. Kt. third

And Black resigns.

Notes.

(a) The attack is manfully kept up. If Mr. H. continues to practice he will soon make it a difficult task for any one to give him such odds as the Pawn and two moves.

(b) Well played. Checking at the moment would have been of no avail.



The three next games were lately played between our promising young amateurs, Messrs. BIRD and C. F. SMITH.

White. (Mr. H. C. BIRD.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. Castles
6. P. to Q. B. third
7. P. takes P.
8. Q. Kt. to B. third
9. Q. B. to K. third
10. P. to Q. fifth
11. K. B. to K. second
12. P. takes B. (a)
13. K. to R. square (b)
14. R. to K. Kt. square
15. Q. to Q. second
16. K. R. to Kt. fourth
17. Q. takes Kt.
18. P. takes B.
19. K. R. to Kt. third
20. Q. R. to K. Kt. square
21. P. to K. B. fourth
22. Q. to K. Kt. second (c)
23. R. to K. Kt. fifth
24. Kt. takes P. (d)
25. R. to Kt. third
26. Kt. to Kt. fifth
27. Q. to K. R. third
28. Kt. to K. sixth
29. P. takes R
30. Q. to K. B. fifth

Black. (Mr. C. F. SMITH.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. to B. fourth
5. P. to Q. third
6. K. Kt. to B. third
7. B. to Q. Kt. third
8. Q. B. to K. Kt. fifth
9. Castles
10. Kt. to K. fourth
11. B. takes Kt.
12. Q. Kt. to K. Kt. third
13. K. Kt. to K. R. fourth
14. K. Kt. to K. B. fifth
15. Q. to K. B. third
16. Kt. takes B.
17. B. takes B.
18. Kt. to K. fourth
19. Q. to K. R. third
20. Kt. to K. Kt. third
31. P. to K. B. fourth
22. Q. to K. R. fifth
23. P. takes P.
24. Q. R. to K. square
25. Q. to K. second
26. K. R. to B. third
27. P. to K. R. third
28. R. takes Kt.
29. Q. to K. R. fifth

And Wins.

Notes.

(a) When the adversary has already Castled on the K.'s side, the opening for the Rook obtained in this manner, may often be of great advantage to an attacking player.

(b) P. to K. B. fourth would have been better, because it effectually retards the evolutions of the Black Knights.

(c) Threatening the formidable move of R. to K. R. third.

(d) P. to K. B. fifth looks a troublesome move for Black.



Between the same players.

White. (Mr. H. E. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. Q. takes B.
7. Q. takes Q. (*a*)
8. P. takes P.
9. P. to Q. fifth
10. K. B. to Q. third
11. Q. B. to K. third
12. B. takes Kt.
13. Q. Kt. to R. third
14. Q. R. to Q. B. square (check)
15. Castles
16. P. to K. B. third
17. R. to Q. B. fourth
18. Kt. to Q. B. second
19. R. takes R. (check) (*d*)
20. K. to B. second (*e*)
21. R. to K. square
22. R. to K. second
23. P. to Q. Kt. fourth
24. P. to Q. R. fourth
25. R. to Q. second
26. K. to his second
27. P. to K. B. fourth
28. K. to his B. third
29. P. to K. R. third
30. P. to K. Kt. fourth
31. P. takes P.
32. P. to Q. R. fifth
33. K. to K. Kt. second
34. P. to Q. Kt. fifth
35. P. to Q. Kt. sixth (*g*)

Black. (Mr. C. F. S.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. Q. to K. B. third
7. Kt. takes Q.
8. Q. Kt. to B. third (*b*)
9. Q. Kt. to Q. fifth
10. Castles
11. P. to Q. B. fourth
12. P. takes B.
13. R. to K. square
14. K. to Q. Kt. square
15. P. to K. Kt. third (*c*)
16. K. B. to R. third
17. P. to Q. R. third
18. R. to Q. B. square
19. R. takes R.
20. R. to K. square (*f*)
21. B. to Q. seventh
22. B. to Q. R. fourth
23. B. to Q. Kt. third
24. R. to Q. B. square
25. R. to Q. B. sixth
26. Kt. to Q. second
27. Kt. to K. B. third
28. P. to K. R. fourth
29. Kt. to Q. second
30. P. takes P. (check)
31. P. to K. B. third
32. B. to Q. R. second
33. P. to K. Kt. fourth
34. Kt. to Q. B. fourth
35. Kt. takes B.

White. (Mr. H. E. B.)

36. P. takes B. (check)
37. P. takes P. (h)
38. R. takes R.
39. K. to B. second
40. P. to K. Kt. sixth
41. K. to B. third
42. P. to K. Kt. seventh

Black. (Mr. C. F. S.)

36. K. takes P.
37. R. takes Kt.
38. Kt. to K. eighth (check)
39. Kt. takes R.
40. Kt. to K. sixth
41. Kt. to Q. B. fifth

And Wins.

Notes.

(a) Better to have played the Q. away: by exchanging White enables his opponent to bring out a Piece.

(b) He prudently forbore to seize the bait. If he had taken the K. P., White would have won a Piece by moving his K. B. to Q. fifth

(c) Taking the K. P. would have been a grave blunder, on account of White's replying with R. to K. square, &c.

(d) It is quite clear that he could not take the Pawn without loss.

(e) The contention which the doubled Pawn occasioned, now becomes extremely keen and interesting.

(f) A clever counter move. Intending, if White took the P. to take his Q. P. in return with the Kt.

(g) From this point to the end White plays admirably.

(h) Purposely giving him the Piece.



Between the same players.

Black. (Mr. C. F. S.)

1. P. to K. fourth
2. P. to Q. B. fourth
3. K. Kt. to B. third
4. P. to Q. fourth
5. Kt. takes P.
6. Kt. to Q. Kt. fifth
7. Kt. to Q. sixth (check)
8. Q. takes B.
9. Q. takes Q. (check)
10. Q. Kt. to B. third

VOL. X.

White. (Mr. H. E. B.)

1. P. to K. third
2. P. to Q. B. fourth
3. K. Kt. to K. second
4. P. takes P.
5. Q. Kt. to B. third
6. K. Kt. to his third
7. B. takes Kt.
8. Q. to K. second
9. K. Kt. takes Q.
10. Q. Kt. to his fifth

U U

<i>Black.</i> (Mr. C. F. S.)	<i>White.</i> (Mr. H. E. B.)
11. K. to Q. square	11. Castles
12. Q. B. to K. B. fourth	12. P. to Q. R. third
13. B. to Q. sixth (a)	13. Q. Kt. to B. third
14. Q. Kt. to Q. R. fourth	14. P to Q. Kt. fourth (b)
15. P. takes P.	15. P. takes P.
16. K. B. takes P.	16. R. to K. square
17. Q. R. to Q. B. square	17. Q. Kt. to Q. fifth (c)
18. Q. B. takes Kt.	18. Kt. takes K. B.
19. Kt. to Q. Kt. sixth	19. Q. R. to Q. Kt. square
20. Kt. takes B.	20. K. R. takes Kt.
21. K. to Q. second	21. P. to Q. third (d)
22. R. takes R. (check)	22. R. takes R.
23. R. to Q. B. square	23. R. takes R.
24. K. takes R.	24. P. to K. B. third
25. P. to Q. R. fourth	

And wins.

Notes.

- (a) This move gives Black a hold not easily to be shaken off.
 (b) He must either find or make a way to get his Pieces out.
 (c) White has only a choice of evils, perhaps the least was to play the B. to Q. R. third
 (d) Insidious, but it will not avail.
-



Mr. STAUNTON gives Mr. G. MEDLEY the Pawn and two moves.

Remove Black's K. B. P. from the Board.

<i>White.</i> (Mr. M.)	<i>Black.</i> (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. takes P.	4. Q. to her R. fourth (check)
5. Q. B. to Q. second	5. Q. takes P.
6. Q. Kt. to B. third	6. K. Kt. to B. third

White. (Mr. M.)

7. Q. B. to K. third
8. P. to Q. R. third
9. P. to K. B. fourth (*a*)
10. P. to Q. Kt. fourth
11. Q. Kt. to his fifth
12. Q. Kt. to Q. fourth
13. P. to K. fifth
14. Kt. takes Q. Kt.
15. Q. B. to K. fourth
16. Q. to K Kt. fourth
17. K. Kt. to K. second
18. P. takes P.
19. Castles on K. side (*d*)
20. Q. takes Kt.
21. R. takes R.
22. P. to K. R. fourth (*f*)
23. Q. R. to K. B. square
24. Q. B. to K. third
25. R. to B. eighth (check)
26. R. takes Q. (check)
27. K. B. takes K. Kt. P.
28. Q. B. to his fifth (check) (*i*)
29. K. B. takes K. R. P.

Black. (Mr. S.)

7. Q. to her R. fourth
8. Q. Kt. to B. third
9. P. to Q. third
10. Q. to her B. second (*b*)
11. Q. to her square
12. P. to K. Kt. third
13. K. Kt. to Q. fourth .
14. P. takes Kt. (*c*)
15. K. B. to K. Kt. second
16. Castles
17. P. takes K. P.
18. Kt. to K. B. fifth
19. P. to K. R. fourth (*e*)
20. R. takes Q.
21. Q. to K. Kt. fourth
22. Q. to K. R. third (*g*)
23. P. to Q. R. fourth
24. K. B. takes K. P.
25. Q. takes R.
26. K. takes R.
27. P. takes Q. Kt. P.
28. K. to Kt. second
29. P. takes Q. R. P.

And wins.

Notes.

(*a*) To prevent the adverse Q. going to K.'s fourth, when the Q. Kt. P. is thrown forward.

(*b*) Evidently to provoke the attack of the Kt.

(*c*) Taking the B. with Kt. would have been impolitic.

(*d*) At first view this appears to relieve him from his approaching difficulties, but Black has a move in store—the P. to K. R. fourth, which is destructive to all White's plans.

(*e*) This forces White either to lose a Piece, or suffer the ruinous exchange of his Q. for a R. and Kt.

(*f*) The best move, and one which shews that the sally of the B. Queen was hardly prudent.

(*g*) Black is in a dilemma. If he retreat his Q. to the other side, he must lose the K. Kt. P. and K. R. P.; and by playing her as he does, she is sadly out of action.

(*i*) Fatal. He should rather have taken P. with P.



Between the same Players.

*(Remove Black's K.B.P. from the Board.)**(White. Mr. M.)*

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to K. fifth
5. Q. B. to Q. second
6. Q. to K. R. fifth (check)
7. Q. Kt. to B. third
8. Q. Kt. to K. fourth
9. Q. R. to Q. square
10. Q. to K. R. third
11. K. Kt. to B. third (*b*)
12. Castles.
13. P. to Q. B. third
14. P. takes P.
15. Q. Kt. to Q. B. third (*e*)
16. Q. R. to Q. Kt. square
17. Q. R. to Kt. third
18. Q. Kt. to his fifth (*d*)
19. Q. B. to K. Kt. fifth
20. Q. B. to K. B. sixth
21. P. takes Kt.
22. Q. to K. Kt. third (check)
23. Kt. takes Q. P.
24. Q. takes B. (check)
25. K. R. to K. square
26. Q. to K. Kt. third (*f*)
27. B. to K. fourth
28. B. takes B. (check)
29. Kt. takes Kt.
30. Q. to K. B. third (check)
31. Q. R. takes Q.

Black. (Mr. S.)

- 1
2. P. to K. third
3. P. to Q. B. fourth
4. Q. to Q. R. fourth (check)
5. Q. to her Kt. third
6. K. to Q. square
7. P. takes P.
8. Q. takes Q. Kt. P. (*a*)
9. P. to K. Kt. third
10. Q. Kt. to B. third
11. K. to Q. B. second
12. P. to Q. Kt. third
13. Q. B. to Q. Kt. second
14. Q. R. to Q. B. square
15. K. to Q. Kt. square
16. Q. to her R. sixth
17. Q. to K. second
18. Q. to K. Kt. second
19. P. to K. R. third
20. Kt. takes B.
21. Q. takes P.
22. P. to Q. third
23. B. takes Kt.
24. K. to R. square
25. K. R. to Q. square (*e*)
26. P. to K. Kt. fourth
27. Kt. takes Q. P.
28. K. takes B.
29. R. takes Kt.
30. Q. takes Q.
31. Q. R. to Q. B. seventh

The game was prolonged for many more moves, and finally won by Mr S.

Notes.

(*a*) It is not judicious for the second player at this point to take his Q. so far from the protection of the King.

Q. Kt. to Q. sixth, would have embarrassed Black a great deal

insidiously. Threatening to play the Q. R. to Kt. square, and then the Q. by checking with the Kt. at Q. Kt. fourth: Making the K. Kt. P. with his K. B. would have availed him but little. Right, however, have maintained some attack by marching on with Pawn.

Better play, we believe, than protecting the K. P.

The following moves will shew that White could not safely take Black's Pawn:—

- | | |
|-------------------------|-----------------------|
| 1. Q. takes K. P. | 26. Q. takes Q. |
| 2. K. R. takes Q. | 27. Kt. takes Q. P. |
| 3. Kt. takes Kt. | 28. P. to K. B. third |
| 4. B. to Q. fourth, &c. | |

He seems to have no better move.



Between the same players.

Remove Black's K. B. P. from the Board.

White. (Mr. G. MEDLEY.)

- to K. fourth
- to Q. fourth
- B. to Q. third
- Kt. to B. third
- B. to K. Kt. fifth
- to K. fifth
- to K. R. third (b)
- to Q. B. third
- takes P.
- Kt. to Q. second
- Kt. to K. fourth
- to K. second
- Kt. takes B.
- to Q. R. fourth
- to Q. R. fifth
- Kt. to K. fourth
- to Q. R. sixth (c)
- to Q. B. fourth (d)
- Kt. to Q. second (f)

Black. (Mr. STAUNTON.)

- 1.
- 2. P. to K. third
- 3. Q. to K. second (a)
- 4. P. to Q. third
- 5. Q. to K. B. second
- 6. K. B. to K. second
- 7. Q. Kt. to B. third
- 8. P. takes K. P.
- 9. Q. B. to Q. second
- 10. P. to K. Kt. third
- 11. Castles on Q. side
- 12. K. B. takes Q. B.
- 13. Q. to K. second
- 14. K. Kt. to K. R. third
- 15. Q. to Q. B. fourth
- 16. Q. to K. B. square
- 17. P. to Q. Kt. third
- 18. K. Kt. to B. second (e)
- 19. Q. to K. Kt. second

White. (MR. G. MEDLEY.)

20. K. Kt. to Q. fourth
21. K. Kt. takes Q. Kt. (*h*)
22. B. takes K. P. (check)
23. B. takes Kt.
24. Q. to her B. fourth
25. K. Kt. to K. fourth (*m*)
26. Q. takes B.
27. Castles (on K. side)
28. Q. to K. third
29. Q. to K. Kt. third (check)
30. K. R. to K. square
31. Q. to K. third (*o*)
32. Q. to K. eighth (check)
33. Q. to K. third
34. Q. to K. eighth (check)

Black. (MR. STAUNTON.)

20. Q. takes K. P. (*g*)
21. B. takes Kt. (*i*)
22. K. to Kt. square (*k*)
23. Q. to K. B. third (*l*)
24. K. R. to K. B. square
25. B. takes Kt. (*n*)
26. P. to Q. B. third
27. K. R. takes B.
28. K. R. to Q. second
29. K. to R. square
30. K. R. to Q. seventh
31. Q. R. to Q. sixth
32. Q. R. to Q. square
33. Q. R. to Q. sixth
34. Q. R. to Q. square

And the game was given up as drawn.*

Notes.

(*a*) We regard this as a novelty not undeserving attention, now that the ordinary defences to the terrible attack of the Pawn and two moves are shewn to be untenable.

(*b*) Preventing Black from playing his Q. to K. R. fourth effectively.

(*c*) This Pawn proves a galling thorn in Black's side, to the end of the game.

(*d*) There is some rather smart manœuvring on both sides in the next few moves.

(*e*) The only play to avoid loss.

(*f*) If Q. Kt. to K. B. sixth the following variation is probable.

19. Q. Kt. to K. B. sixth
20. K. Kt. takes Kt.
21. Kt. takes Kt.
22. Q. takes K. P. (check)
23. B. takes Q. (check)

19. K. Kt. takes K. P.
20. Q. takes Q. Kt.
21. B. takes Kt.
22. Q. takes Q.
23. K. to Kt. square

And Black has the better game.

(*g*) Better perhaps to have taken with the K. Kt.

(*h*) Well played.

(*i*) Any other move would have cost "the exchange" at least.

* These games are not very remarkable either for depth or brilliancy: Black being evidently rusty from want of practice, and his opponent playing with a timidity quite foreign to his customary style. We give them however as the first of what we trust will prove a long series of contests at the same odds between these players.

(k) Black prudently gives up the Kt., foreseeing the sure gain of a Piece in return immediately.

(l) Q. to K. B. fifth, would have been equally good.

(m) This move is highly ingenious, and it comes in at the crisis most opportunely for White.

(n) The only move.

(o) An inadvertence. By playing his Q. R. to Q. R. fourth, he would have had a fine game.

BLINDFOLD CHESS.

In a late number we gave the games played by Mr. Harrwitz, without seeing the Chess-board, against some of the leading players both at Glasgow and Edinburgh. We have now the pleasure of presenting some which were more recently contested in the same way with the *élite* of the Newcastle Chess Club.

The present games were played at Newcastle simultaneously, against four amateurs, two consulting at each board. They commenced shortly after six o'clock in the evening, and terminated about half-past twelve—Mr. Harrwitz being the winner in both. At the termination of game No. II. Mr. Harrwitz exhibited unequivocal symptoms of fatigue and exhaustion, from the long sitting, and proposed that the unfinished game should be relinquished as a drawn battle. Confident of success, his opponents declined his offer, and the result was that they were finally defeated.

CHESS BOARD No. I.



French
Opening.

Between Mr. HARRWITZ and Messrs. ROBSON and
HUMBLE of the Northumberland Chess Club.

White.

(Mr. HARRWITZ.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. K. Kt. to B. third
7. K. B. to K. second
8. P. takes P.
9. Q. to Q. B. second

Black.

(Messrs. ROBSON and HUMBLE.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. B. to Q. Kt. fifth (check)
5. K. Kt. to B. third
6. Castles
7. Q. B. to K. third
8. Kt. takes P.
9. Q. Kt. to B. third

White.

(Mr. HARRWITZ.)

10. Castles
11. K. B. to Q. third
12. K. Kt. to K. fifth
13. Q. Kt. takes Kt.
14. P. to K. B. fourth
15. Q. B. to K. third
16. Q. R. to K. square
17. P. to Q. Kt. third
18. Q. to K. B. second
19. P. to K. R. fourth
20. P. to K. R. fifth
21. Q. to K. Kt. third (*b*)
22. B. takes Kt. (check)
23. Q. to K. Kt. fourth
24. Q. B. to K. B. second
25. Q. to K. B. fifth (check)
26. Kt. to Kt. sixth
27. Q. to Q. third
28. R. takes R.
29. Q. to K. B. fifth
30. K. to R. square
31. P. to Q. R. fourth
32. K. to Kt. square (*e*)
33. Q. to Q. third
34. Q. to Q. B. third
35. R. to K. square (*g*)
36. Q. takes Q. B. P.
37. R. to K. eighth (*h*)
38. K. to R. second
39. P. to Kt. third
40. K. takes R.
41. K. to Kt. square

Black.

(Messrs. ROBSON and HUMBLE.

10. Q. Kt. to K. second
11. Q. Kt. to K. Kt. third
12. K. B. to Q. third
13. Q. B. takes Kt.
14. P. to Q. B. third
15. K. R. to K. square
16. Q. to Q. B. second
17. P. to Q. Kt. third
18. R. to K. second
19. Kt. to K. B. square (*a*)
20. P. to K. R. third
21. Kt. to R. second (*c*)
22. K. takes B. ;
23. Q. R. to K. square
24. P. to K. B. third
25. K. to Kt. square
26. R. to K. third
27. K. B. takes P.
28. R. takes R.
29. B. to K. R. seventh (check)
30. R. to K. seventh
31. B. to Q. third (*d*)
32. Q. B. takes Q. Kt. P. (*f*)
33. R. to Q. Kt. seventh
34. K. B. to Q. R. sixth
35. Q. to K. B. second
36. K. to R. second
37. R. to Kt. eighth (check)
38. K. B. to Q. third (check)
39. R. to K. R. eighth (check)
40. Q. B. to Q. fourth (check)

And Black resigns.

Notes.

- (*a*) This retreat is ominous of disaster.
 (*b*) P. to K. Kt. fourth would have been good play.
 (*c*) Badly played.
 (*d*) If they had taken the Q. Kt. P., White, by moving his Q. to K. R. third, must have gained a Bishop for two Pawns; and if they ventured to take the K. Kt. P. with their B., and then played Q. to K. Kt. sixth (check), they would have come off deficient of an officer.

At this stage, the game having lasted several hours, Mr. H. proposed it a drawn fight, but his adversaries declined.

A fatal error, of which White promptly avails himself.

We should have preferred R. to Q. R. square, and then (if Black Q. to her third, as their best move) Q. to K. third. It is not easy how in that case the game could be saved.

The proper move, as Mr. H. would have seen at once with the before him, appears to be Q. to her B. eighth; and then (upon playing Q. to K. Kt.'s square) R. to K. eighth, or Q. to K. B. secures the victory

SECOND GAME.

White.

(Mr. HAREWITZ.)

to K. fourth
to K. B. fourth
Kt. to B. third
to K. R. fourth
to K. fifth
B. to Q. B. fourth
to Q. fourth
takes P.
takes K. B. P.
takes R. (check)
B. to K. Kt. fifth
to K. B. fourth
Kt. to B. third
to Q. third
to K. fifth
moves on Q. side
to K. B. fifth
to K. third
R. to B. square
to K. sixth
to K. B. fourth
takes B.
to K. square (c)
to K. second (d)
R. to K. square
to K. B. sixth
x.

Black.

(Major BURN and Mr. G. BLACKETT.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth (a)
6. K. R. to R. second
7. P. to K. B. sixth
8. P. to Q. third (b)
9. Kt. takes K. B. P.
10. K. takes B.
11. B. to K. second
12. K. Kt. to B. third
13. P. to Q. third
14. Q. to K. R. square
15. Kt. to K. square
16. P. to Q. fourth
17. Kt. to Q. B. second
18. K. to K. square
19. K. B. to B. square
20. B. to Q. third
21. B. takes B.
22. Q. Kt. to R. third
23. Q. to Q. R. second
24. K. to B. square
25. Kt. to K. square
26. Q. Kt. to Q. B. second

x x

<i>White.</i> (Mr. HAREWITZ.)	<i>Black.</i> (Major BURN and Mr. G. BLACKETT)
27. P. to K. B. seventh	27. B. takes K. P.
28. P. takes Kt. (discovering check)	28. K. takes P.
29. R. takes B. (check)	29. Kt. takes R.
30. R. takes Kt. (check)	30. K. to Q. square
31. Q. to K. B. eighth (check)	31. K. to Q. B. second

White announced mate in five moves.

Notes.

(a) Q. to K. second. is a mode of defence at this point deserving more attention than it has hitherto received.

(b) B. to K. second is the acknowledged move here.

(c) White sustains his advanced Pawns with remarkable judgment.

(d) Hardly so much to the purpose as K. R. to K. B. square: but having a meaning, nevertheless, in the protection it affords to the Q. B. P. in the event of Black's attacking that quarter with his Q.'s Kt.



Between MR. HAREWITZ and MR. MAYERHOFER,
the former playing without seeing the board.

<i>White.</i> (MR. H.)	<i>Black.</i> (MR. M.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to Q. B. fourth
3. Kt. to K. B. third	3. Kt. to K. B. third
4. P. takes P.	4. Kt. takes P.
5. P. to Q. fourth	5. B. to K. second
6. B. to Q. third	6. P. to Q. fourth
7. Castles	7. P. to K. B. fourth
8. P. to Q. B. fourth	8. P. to Q. B. third
9. Kt. to Q. B. third	9. B. to K. third
10. Q. to her Kt. third	10. Q. to Q. second
11. B. to K. third	11. Castles
12. Q. R. to K. square	12. K. to R. square
13. Q. to B. second	13. P. to K. B. fifth
14. B. to K. B. second	14. Kt. takes Q. Kt.
15. P. takes Kt.	15. P. to K. R. third
16. P. takes Q. P.	16. P. takes P.
17. B. to K. R. fourth (a)	17. P. to K. Kt. fourth
18. B. to K. B. second	18. Kt. to Q. B. third

White. (Mr. H.)*Black.* (Mr. M.)

19. B. to Q. Kt. fifth
20. B. takes Kt.
21. Q. to K. Kt. sixth
22. Q. takes R. P. (check)
23. Q. to K. Kt. sixth
24. Q. to Q. third
25. Kt. to Q. second
26. Q. takes Q. R. P.
27. P. takes P.
28. B. to K. third
29. B. to K. B. fourth
30. P. to K. sixth
31. B. to K. fifth (check) (*f*)
32. Q. takes B.
33. Q. to K. R. third (check)
34. Kt. to B. third

19. P. to Q. R. third
20. P. takes B.
21. R. to K. B. second
22. R. to K. R. second
23. Q. R. to K. Kt. square (*b*)
24. P. to K. Kt. fifth
25. B. to K. B. fourth
26. P. to K. Kt. sixth (*c*)
27. P. takes P.
28. B. to K. R. sixth (*d*)
29. B. takes Kt. P. (*e*)
30. B. takes R.
31. K. R. to Kt. second
32. Q. to Q. square
33. B. to R. fifth

And Black resigns.

Notes.

(*a*) This weak move affords Black an opportunity of maturing an attack so powerful, that if well maintained must have given him the game.

(*b*) He would have gained nothing by playing the Q. B. to K. B. fourth, since White would have retorted with P. to K. sixth, &c.

(*c*) Q. to K. third would have won him the game in a few moves

(*d*) K. B. to Q. square, with the object of playing R. to K. R. eighth (check), and then the Q. to K. R. second (check), would have rendered the attack quite irresistible.

(*e*) Overlooking apparently the consequences of the King's Pawn coming on.

(*f*) This altogether upsets Black's projects and ought to have been foreseen by him three or four moves back.

CHESS IN THE PROVINCES.



Algaier
Gambit.

Played at the Northumberland Chess Club, between Mr. SILAS ANGAS and MAJOR BARNES.

White. (Mr. A.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. K. Kt. to Kt. fifth (a)
6. Kt. takes K. B. P.
7. Q. takes Kt. P.
8. Q. takes K. B. P.
9. Q. to K. B. third
10. K. B. to Q. B. fourth (check)
11. Castles
12. P. to Q. fourth (d)
13. Q. to her third
14. Q. B. to K. third
15. Q. Kt. to Q. second
16. P. to Q. B. third
17. Q. Kt. to K. B. third
18. P. to K. R. fifth (e)
19. Kt. to K. R. fourth
20. B. takes B. (check)
21. P. to K. fifth (h)
22. Q. to K. Kt. third (check)
23. R. takes R.
24. Kt. to Kt. sixth (check)
25. Q. takes K. Kt. (check)
26. Kt. takes Q.
27. Kt. to Kt. sixth
28. P. takes P.
29. Kt. to K. B. fourth
30. B. to K. second
31. Kt. takes B.

Black. (Major B.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. third
6. K. takes Kt.
7. K. Kt. to B. third
8. K. B. to Q. third (b)
9. Q. Kt. to B. third
10. K. to B. square (c)
11. K. to Kt. second
12. Kt. takes Q. P.
13. K. B. to K. fourth
14. P. to Q. B. fourth
15. Q. to Q. B. second
16. Q. Kt. to K. third
17. K. Kt. to Kt. fifth
18. R. to K. B. square
19. K. B. to Q. fifth (f)
20. P. takes B. (g)
21. K. Kt. takes P.
22. Q. Kt. to Kt. fourth
23. K. takes R.
24. K. to Kt. second
25. Q. takes Q.
26. P. to Q. third
27. P. takes Q. B. P.
28. B. to K. Kt. fifth
29. R. to Q. B. square
30. B. takes B.

And after many more moves, the game was drawn.

Notes.

Notes.

(a) This method of conducting the opening may, perhaps, be ventured against a feeble player ; but is too hazardous against so skilful an opponent.

(b) An excellent move, and one that in a great measure foils White's attack.

(c) Lost time. The proper retreat is Kt.'s second square.

(d) This judicious sacrifice serves the double purpose of freeing White's game, and keeping the adverse Knight from King's fifth.

(e) A highly important move, and evidently the result of careful examination.

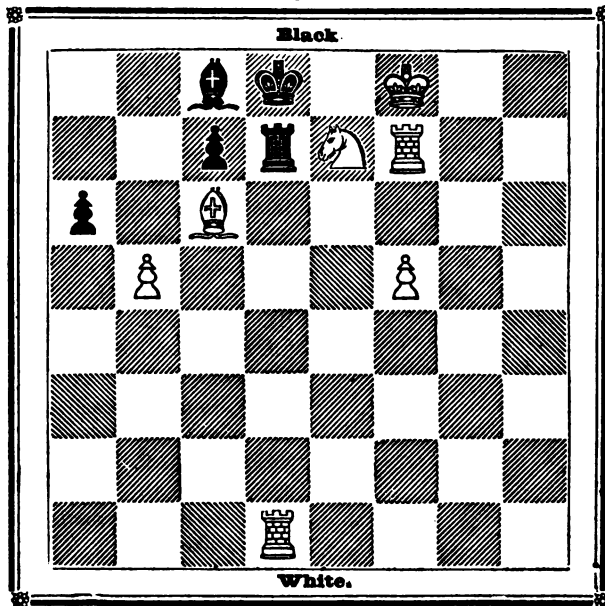
(f) The position is now critical and interesting.

(g) Better than taking with the Kt.

(h) This timely move changes the aspect of affairs considerably. Should Black capture with Queen instead of Knight, mate follows in three moves, and any way White appears to recover his Piece.

PROBLEM, No. 62.

The following admirable position we owe to the Berlin Chess Magazine.



White playing first, Mates in four moves.



K. P. one
Game.

Our next are two stoutly-contested games between
Mr. SPRECKLEY, of Liverpool, and Mr. HAREWITZ

White. (Mr. HAREWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. B. fourth
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. B. to K. second
7. Castles
8. P. to Q. third
9. Q. R. to Kt. square
10. B. to Q. second
11. P. to Q. Kt. fourth
12. P. to K. fifth
13. B. takes Kt.
14. K. P. takes P.
15. Q. to K. second
16. P. to Q. Kt. fifth
17. P. takes B.
18. Kt. takes Q.
19. Q. R. to Q. square
20. R. takes R.
21. R. to K. sixth
22. K. to B. second
23. P. to K. Kt. fourth
24. R. takes R. (check)
25. Kt. to Kt. third
26. P. takes P.
27. K. to K. third
28. P. to K. R. fourth
29. K. to K. second
30. B. takes Kt.
31. P. to K. R. fifth
32. P. takes P.
33. P. to Q. R. fourth (*b*)
34. K. to Q. third
35. Q. R. P. takes P. (check)

Black. (Mr. SPRECKLEY.)

1. P. to Q. B. fourth
2. P. to K. third.
3. Q. Kt. to B. third
4. P. to K. Kt. third
5. P. to Q. third
6. B. to K. Kt. second
7. K. Kt. to K. second
8. Kt. to Q. fifth
9. Castles
10. B. to Q. second
11. P. to Q. Kt. third
12. Kt. takes Kt. (check)
13. Q. B. to B. third
14. Q. takes P.
15. Q. R. to Q. square
16. Q. takes Q. P. (*a*)
17. Q. takes Q.
18. R. takes B.
19. R. takes R.
20. R. to Q. B. square
21. K. to B. square
22. K. to K. square
23. R. to Q. square
24. K. takes R.
25. P. to K. B. fourth
26. K. P. takes P.
27. K. to Q. B. second
28. B. to Q. fifth (check)
29. Kt. takes P.
30. K. takes B.
31. B. to K. Kt. second
32. P. takes P.
33. P. to Q. R. third
34. P. to Q. Kt. fourth
35. P. takes P.

<i>White.</i> (MR. HAREWITZ.)	<i>Black.</i> (MR. SPECKLEY.)
36. P. takes P. (check)	36. K. takes P.
37. Kt. to K. second	37. P. to Q. B. fifth (check)
38. K. to B. second	38. K. to B. fourth
39. Kt. to K. Kt. square	39. K. to Q. fifth
40. Kt. to B. third (check)	40. K. to K. sixth
41. Kt. to K. fifth	41. K. takes P.
42. Kt. takes K. Kt. P. (check)	42. K. to Kt. fifth
43. Kt. to K. seventh	43. P. to K. B. fifth
44. Kt. to Q. fifth	44. K. to Kt. sixth
45. K. to Q. second	45. P. to K. B. sixth
46. K. to K. square	46. B. to Q. fifth
47. K. to B. square	47. P. to Q. B. sixth
48. Kt. to Q. Kt. fourth	48. K. to B. fifth
49. K. to K. square	49. K. to K. sixth
50. Kt. to B. second (check)	50. K. to Q. sixth
51. Kt. to Kt. fourth (check)	51. K. to B. fifth
52. Kt. to B. second	52. B. to Q. B. fourth
53. K. to B. square	53. K. to Q. Kt. sixth
54. Kt. to K. square	54. P. to Q. B. seventh
55. Kt. to Q. third	55. K. to B. sixth
56. Kt. to Q. B. square	56. B. to Q. R. sixth

And wins.

Notes.

(a) The advantage now obtained by Black is maintained with unceasing care to the conclusion.

(b) White's defence against the greatly superior force of his adversary, for the next twenty moves, is an instructive example of skill and indomitable perseverance.



Between the same players.

<i>Black.</i> (MR. SPECKLEY.)	<i>White.</i> (MR. HAREWITZ.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. P. to K. third	3. P. to Q. B. fourth
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. P. to Q. R. third	5. Q. Kt. to B. third.
6. Q. P. takes P.	6. B. takes P.

<i>Black.</i> (Mr. SPECKLEY.)	<i>White.</i> (Mr. HARRWITZ.)
7. P. takes P.	7. P. takes P.
8. B. to Q. Kt. fifth	8. Castles
9. K. Kt. to K. second	9. P. to Q. R. third
10. B. takes Kt.	10. P. takes B.
11. Castles	11. P. to Q. R. fourth
12. Kt. to Q. fourth	12. Q. to Q. third
13. P. to K. B. third	13. B. to Q. R. third
14. R. to K. square	14. K. R. to K. square
15. K. to R. square	15. Q. R. to Kt. square
16. Q. R. to Kt. square	16. B. to Q. Kt. third
17. B. to Q. second	17. B. to Q. sixth
18. R. to Q. R. square	18. B. to Q. B. second
19. P. to K. Kt. third	19. Q. R. takes P.
20. P. to K. B. fourth	20. Kt. to K. fifth
21. Kt. takes Kt.	21. B. takes Kt. (check)
22. K. to Kt. square	22. Q. to K. R. third
23. Q. R. to B. square	23. Q. to K. R. sixth
24. Q. to K. second	24. P. to Q. R. fifth
25. Kt. takes Q. B. P.	25. P. to K. Kt. fourth (a)
26. Kt. to Q. fourth	26. P. takes P. (b)
27. R. takes B.	27. P. takes K. P.
28. Kt. to K. B. third	28. P. takes B. (c)
29. Kt. takes P.	29. Q. to K. third (d)
30. R. to Q. B. third	30. Q. to Q. Kt. third (check)
31. Q. R. to K. third	31. Q. to Q. fifth
32. Q. to K. Kt. fourth (check)	32. K. to B. square
33. Kt. takes B.	33. R. takes Kt.
34. Q. to K. B. third	34. R. to Q. Kt. sixth
35. K. to B. second	35. R. takes Q. R. P.
36. P. to K. R. third	36. Q. R. takes R.
37. R. takes R.	37. Q. takes R. (check)
38. Q. takes Q.	38. R. takes Q.
39. K. takes R.	39. P. to Q. R. sixth

And wins.

Notes.

(a) An outlet for the King was certainly desirable, but as the Queen commanded her Q. B. square, we think K. R. to K. third and then to K. Kt. third might have been advantageously ventured.

(b) Bold, but correct.

(c) Taking the Kt. with the B. would have been impolitic, because of its bringing the Black Q. to attack the K. B. P.

(d) Insidious. Having an eye to the check with his Q. at her Kt. third.



The Pawn
and
move.

MR. HARRWITZ gives the Pawn and move to MR.
TILGEMAN of the Glasgow Chess-club.

(Remove Black's K. B. P. from the board.)

White. (Mr. T.)

to K. fourth
to Q. B. fourth
Kt. to B. third
to Q. Kt. third
to Q. fourth
Kt. to B. third
takes
o K. fifth
o Q. R. third
takes P.
o Q. R. fourth (a)
B. to K. third
to Q. Kt. sixth
takes Q.
3. to Q. fourth
takes B.
o Q. Kt. fourth
o Q. B. fifth
takes B.
Kt. to K. second
Kt. to Q. fourth
Kt. takes Kt.
takes Q. B. P.
B. to K. square
takes Q. R. P.
to Q. Kt. third
to Q. fourth
takes K. P.
o K. B. third
to K. B. fourth
takes R.
takes Kt.
o Q. R. square (d)
o Q. R. fourth

Black. (Mr. H.)

1. Q. Kt. to B. third
2. P. to K. third
3. Q. Kt. to K. fourth
4. P. to Q. B. third
5. Q. Kt. to K. Kt. third
6. P. to Q. fourth
7. B. to K. second
8. P. to Q. B. fourth
9. P. takes Q. P.
10. B. to Q. second
11. B. to Q. B. third
12. P. to Q. R. third
13. Q. takes Q.
14. K. Kt. to R. third
15. Castles (on K.'s side)
16. P. takes B.
17. P. to Q. R. fourth
18. B. takes B.
19. K. R. to K. B. fifth (b)
20. K. R. to Q. B. fifth
21. Q. Kt. takes K. P.
22. R. takes Q. Kt.
23. R. to Q. B. fifth
24. Q. R. to K. square
25. R. takes P. at Q. B. fourth
26. R. takes P.
27. R. to Q. seventh
28. K. Kt. to his fifth
29. Kt. to K. B. seventh (c)
30. R. takes R. (check)
31. Kt. to Q. sixth
32. R. takes Kt.
33. K. to B. second.
34. K. to his third

Y Y

White. (Mr. T.)

35. P. to Q. R. fifth
 36. K. to B. second
 37. P. to Q. R. sixth
 38. K. to K. second
 39. P. to Q. R. seventh
 40. K. to Q. third

Black. (Mr. H.)

35. R. to Q. B. sixth
 36. P. to Q. fifth
 37. R. to Q. B. square
 38. K. to Q. fourth
 39. R. to Q. R. square

The game was protracted for many more moves, but was of course won by White in the end.

Notes.

(a) We cannot divine the object White had in view, in seeking an exchange of Bishops. Why not rather have taken the Q. P. which gains him a certain advantage, for suppose—

11. Kt. takes Q. P.
 12. Q. takes P.
 13. Q. to K. B. seventh (check)
 14. Q. takes K. Kt. P., &c.

11. P. takes Kt.
 12. Q. moves (*best*)
 13. K. to Q. square

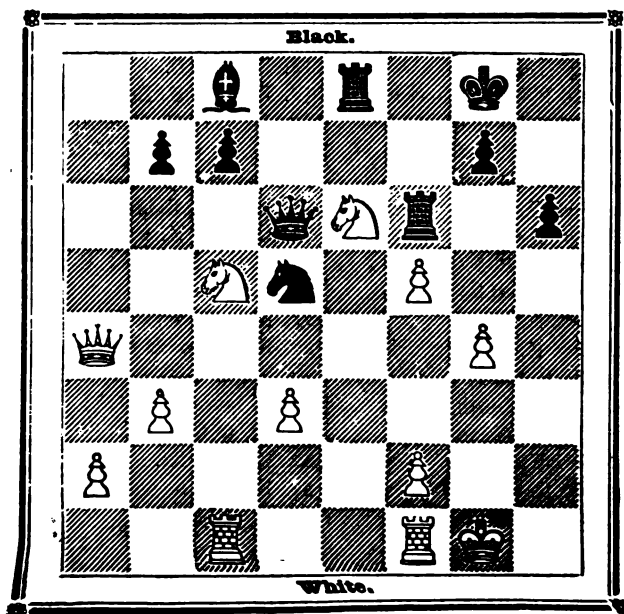
(b) Intending a lodgment at Q. B. fifth.

(c) Playing the Kt. into the enclosure here, answered no end but to retard his movements afterwards.

(d) This secures the game.

AN INSTRUCTIVE END-GAME.

A correspondent has kindly favoured us with the following interesting termination of a game played four or five years since between Mr. Brooke Greville and Mr W. Hampton, at the St. George's Chess-Club.



In this situation, our communicant remarks, "White, Mr. W. Hampton, had not only the advantage of two Pawns plus, but his Queen attacked the adverse Q.'s Rook, and he at the same time threatened to win "the exchange" by playing Kt. to K.'s fourth. A move, Mr. Greville, whose turn it was to play permitted him to make, by inadvertently placing his Q.'s Rook on the K.'s second, and immediately resigned the game. Mr. Hampton, however, having expressed an opinion that the game was equally irretrievable play as Black might, led Mr. Greville to observe that he should be ready in a friendly way to wager that he would name a member of the club who, if he were kind enough to undertake it, should win the Black game against all the superiority of force and position on the other side. The wager was freely taken by Mr. Hampton, and Mr. Greville having solicited Mr. Staunton, who happened to be present to take his place, the game was decided as follows:—

<i>Black.</i> (MR. STAUNTON.)	<i>White.</i> (MR. W. HAMPTON.)
1. Q. R. takes Kt. (<i>a</i>)	1. Kt. takes R. (<i>b</i>)
2. B. takes Kt.	2. P. takes B.
3. R. to K. B. fifth (<i>c</i>)	3. Q. R. to B. fourth (<i>d</i>)
4. Kt. to Q. Kt. third	4. Q. to K. eighth (check)
5. R. to K. B. square	5. Q. to K. Kt. sixth
6. Kt. takes R.	6. Q. P. takes Kt.
7. R. to K. B. third	7. Q. to K. fourth
8. R. to K. B. fifth	8. Q. to K. Kt. second
9. Q. takes K. P. (<i>e</i>)	9. P. to K. B. third
10. Q. to K. sixth (check)	10. R. to B. second (<i>f</i>)
11. R. to Q. fifth	11. K. to R. second
12. R. to Q. eighth	12. R. to K. second
13. Q. to K. B. fifth (check)	13. K. to his R. third (<i>g</i>)
14. Q. to her B. eighth	14. K. to R. second (<i>h</i>)
15. Q. to K. B. fifth (check)	15. K. to R. third
16. Q. to her B. eighth	16. K. to R. second
17. P. to Q. B. third	17. Q. to K. B. second
18. R. to K. B. eighth	18. Q. to K. Kt. second (<i>i</i>)
19. Q. to K. B. fifth (check)	19. K. to R. third
20. R. takes K. B. P. (check)	

And White resigned.

Notes.

(*a*) This appears to be Black's only way of profiting by the enemy's weak point on the King's side. Had he retreated the Q. to K. second he must inevitably have lost the game.

(*b*) It would have been better probably to have taken with the Pawn.

(c) Much better play than taking the Pawn.

(d) If instead of this move, he had played Q. to K. eighth (check) the following moves are likely to have occurred :—

R. to K. B. square	Q. to K. eighth (check)
Kt. to K. B. fifth	Q. to K. R. fifth

And Black must recover the exchange and his lost Pawn in two or three moves.

(e) He might also have played Q. to her fifth.

(f) If he had interposed the Q., Black would have taken the K. B. P. with his Rook.

(g) Interposing the Queen would obviously have been fatal to him.

(h) Rook to Q. B. second seems more to the purpose.

(i) Q. to K. third would still have afforded him a chance of drawing the game.

MATCH BY CORRESPONDENCE.

BETWEEN THE LONDON AND AMSTERDAM CHESS CLUBS.*

White. (AMSTERDAM.)

- 41. K. to B. third
- 42. R. to K. third (check)
- 43. K. takes R.
- 44. Kt. to Q. third
- 45. Kt. to K. fifth

Black. (LONDON.)

- 40. K. to B. second
- 41. K. to his third
- 42. R. takes R. (check)
- 43. P. to Q. B. sixth
- 44. K. to Q. fourth
- 45. P. to K. R. fourth

Amsterdam to play.

* For the preceding moves see page 281.



CHESS INTELLIGENCE.

OBITUARY.

(From La Regence.)

"IN July last, a friendly contributor expressed the regret caused by the death of several persons who were dear to us, and we have now the melancholy duty to deplore fresh losses. M. Lemaitre, whose health appeared but slightly affected by the infirmities which age brings in its train, died on the 26th August. The intrepid old man saw death approach without fear, and expired with the serenity of a pure soul.

Recognised as its President, a title which his age had procured him, M. Lemaitre was one of the most constant frequenters of our chess-club, where he attentively followed the games of the best players, when not himself engaged in a contest with some amateur of an inferior order. He was a veteran of that gallant phalanx which was formed under the princes of the science,—to adopt an ambitious expression, which use has consecrated, and he leaves behind him the remembrance of a benevolent man, whose heart was not chilled by years.

The tomb, scarcely closed on the octagenarian, has again been opened to receive two other victims of the devastating epidemic, Messrs. Proux and Genot, attacked one immediately after the other, and carried off in the very prime of life.

M. Proux whose taste for chess had induced him to join us was loved as well as esteemed, and his death has occasioned regret in which we fully sympathize.

M. Genot was at the head of the postal department, and was well known to the amateurs of the Café de la Regence, which he frequented in leisure hours. His skill at chess was on a par with his love for it, but his avocations did not permit him to cultivate it with assiduity.

To these respected names we must add that of M. Jacquelin whose features live again in the picture of Laemlein.*

The picture of Laemlein! alas, a sentiment of deep sadness overcomes us at the sight of this scene which till lately was our love and pride. Five years have not yet elapsed since all these persons sat to the artist, and already eight of the spectators of the great struggle have been clutched by the hand of death. Vainly now would you seek for them elsewhere, there alone on the Tableau, are the images of General Guingret, of Barthez, Sobansky, Dizi, of General Baker, and Lemaitre, Proux and Jacquelin!"

* The well known representation of the celebrated match between Messrs. Staunton and St. Amant.

ORIENTAL CHESS.

An amusing little incident in which our veteran contributor, the gallant Harry Wilson, played a leading part, occurred lately in that pleasantest of pleasant places the Isle of Wight. For the laudable purpose of aiding the funds required in the erection of a New Hospital in that delightful retreat, a bazaar and kind of fancy fair was held in the charming grounds of Colonel Harcourt, of St. Clare's, and the whole of the resident nobility and gentry came generously forward in the charitable cause. In the course of the day, no little excitement was produced among the distinguished assemblage by the arrival of an elegant carriage in which surrounded by a bevy of lovely slaves, was seated a venerable looking Arab, "bearded like the pard" or Ali Pacha. Alighting with patriarchal dignity from his conveyance, the illustrious stranger was seen to wend his way to a sequestered grotto, which, as if for his reception, had been adorned in all the Eastern magnificence of splendid ottomans and Persian carpets.

Here, reclining *a la Turque*, with his inseparable chibouque, sherbet, and the young Arab maids, reposed the turbaned chief. Before him, arranged like a crescent, stood five massive chess boards, and overhead a scroll, entwined with flowers, which announced that the distinguished foreigner came prepared to encounter, at one and the same time, as many antagonists at the princely game as there were boards. The stakes to be five shillings on each contest, and the winnings to be devoted to the noble cause which all were met to further. The novelty of the scene and challenge soon provoked competitors, who, in brief space, were seen departing, one by one, crest-fallen and dejected, before their victorious foe. In a few hours the *spolia opima* lay heaped in glorious profusion, shewing that charity is not *always* cold. To crown this "pretty sport," the Queen herself was graciously pleased to honour the great Shagird with her presence, and to join with Prince Albert in expressions of surprise and gratification at the truthful illusion of the whole scene.

"High praise," says an eye witness, "is due to Mr Wilson for the happy thought of turning his chess genius to such benevolent account.

'Ce sont les petits Ruisseaux qui forment les grandes Rivières,'

and for the patience and endurance with which for seven mortal hours he condescended to sit cross-legged, and well nigh smothered with a monstrous beard, to encounter every comer. The accuracy of his costume and the perfect 'keeping' in his personification were the theme of general admiration, and his Chess Tournay will not soon be forgotten either by those who felt or saw his prowess."

351

Black.

White.

PROBLEM, No. 64.

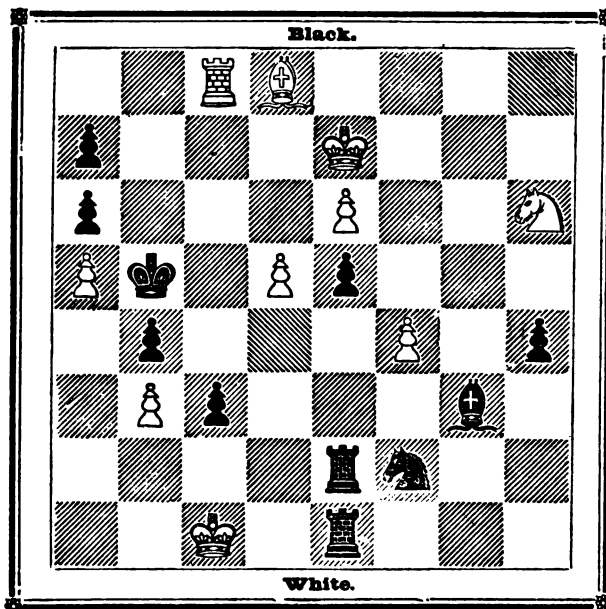
Black.

White.

White to Mate in six moves.

PROBLEM, No. 65.

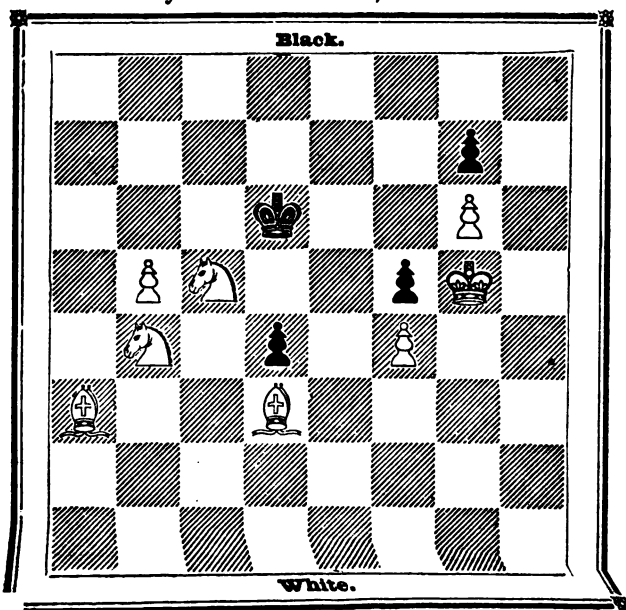
By OMICRON.



White to play and force Black to Mate in five moves.

PROBLEM, No. 66.

By Mr. G. S. JELlicoe, of Oxford.



White to play and Mate in four moves.

CHESS IN THE METROPOLIS.



The Pawn
and move.

Brilliant little game between Mr. HORWITZ and
and Mr. KENBICK. Mr. HORWITZ giving the Pawn
and move.

(Remove Black's K. B. P. from the Board.)

White. (Mr. KENBICK.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. B. fourth
4. P. to Q. B. third
5. P. takes P.
6. K. Kt. to B. third
7. K. B. to Q. third
8. Castles
9. P. to K. fifth
10. B. to Q. second
11. P. to K. R. third
12. B. to Q. B. third
13. B. takes Kt.
14. Q. Kt. to R. third
15. P. takes B.
16. R. to Q. Kt. square
17. Q. to Q. second
18. Kt. to K. Kt. fifth
19. R. to K. B. eighth (check) (b)
20. Q. to K. B. fourth (check)
21. Q. to K. B. seventh (check)
22. Q. to B. eighth (check)
23. Q. to Q. sixth
24. R. to K. B. square
25. R. to K. B. eighth (check)
26. Q. mates

Black. (Mr. HORWITZ.)

1. K. Kt. to R. third
2. K. Kt. to B. second
3. P. to Q. B. fourth
4. P. takes P.
5. P. to K. third
6. B. to K. second
7. Castles
8. P. to Q. fourth
9. Q. Kt. to B. third
10. Kt. to K. R. third
11. Q. to Q. Kt. third
12. Kt. to K. B. fourth
13. R. takes B.
14. B. takes Kt.
15. R. takes P.
16. Q. to R. third
17. R. to K. fifth
18. R. to K. seventh (a)
19. K. takes R.
20. K. to K. square
21. K. to Q. square
22. K. to Q. second
23. K. to K. square
24. Kt. to K. second
25. K. takes R.

Notes.

- (a) A serious error of which White avails himself admirably.
(b) Nothing can be better than the play of White from this point to the final checkmate.



Mr. HARRWITZ gives the Pawn and two moves to a member of the London Chess Club.

Remove Black's K. B. P. from the board.

White. (Mr. —.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. third
4. P. to K. B. fourth
5. K. Kt. to B. third
6. P. to Q. B. fourth
7. Kt. to Q. B. third
8. P. to K. fifth
9. Castles
10. P. to Q. R. third
11. P. to Q. fifth
12. B. to K. fourth
13. K. B. P. takes double P.
14. Kt. takes Kt.
15. R. takes R. (check)
16. Q. to Q. Kt. third
17. Q. takes B.
18. P. takes P.
19. Q. to B. fourth
20. Q. to Q. third
21. R. to Q. Kt. square
22. B. takes B.
23. B. to K. Kt. fifth
24. R. to Q. square
25. Q. to Q. Kt. third
26. R. to Q. B. square
27. Q. to K. third
28. Q. to K. eighth (check)
29. R. to K. B. square
30. P. to K. Kt. fourth

Black. (Mr. HARRWITZ.)

- 1.
2. P. to Q. third
3. P. to K. third
4. P. to K. Kt. third
5. K. Kt. to R. third
6. Kt. to K. B. second
7. B. to K. Kt. second
8. Castles
9. Kt. to Q. B. third
10. P. to Q. R. third
11. Kt. to K. second
12. P. takes K. P.
13. K. Kt. takes P.
14. B. takes Kt.
15. Q. takes R.
16. B. takes Kt.
17. P. takes P.
18. Q. to Kt. second
19. P. to Q. Kt. fourth
20. B. to B. fourth
21. R. to Q. square
22. Kt. takes B.
23. R. to Q. second
24. P. to Q. B. third
25. Q. to B. second
26. Kt. to Q. fifth
27. Q. takes P.
28. K. to Kt. second
29. Kt. to B. fourth

And the game was ultimately Drawn.



Mr. STAUNTON gives Mr. MEDLEY the Pawn and two moves

Remove Black's K. B. Pawn from the board.

White. (Mr. G. MEDLEY.)

Black. (Mr. STAUNTON.)

1. to K. fourth
 2. to Q. fourth
 3. to Q. third
 4. Kt. to B. third
 5. to K. Kt. fifth
 6. to K. fifth
 7. to Q. B. third
 8. astles
 9. to Q. second
 10. to Q. Kt. fourth
 11. to Q. R. fourth
 12. Kt. to R. third
 13. to K. third (a)
 14. to Q. Kt. fifth
 15. takes P.
 16. to Q. B. second
 17. to Q. B. fourth
 18. to K. second
 19. Kt. to Kt. fifth.
 20. to Q. third
 21. to K. R. third
 22. to K. second
 23. takes Kt.
 24. takes R.
 25. takes Q.
 26. to Q. Kt. square
 27. to Q. B. second (c)
 28. takes P.
 29. to Q. Kt. second
 30. to B. second
 31. to K. B. fourth
 32. to K. R. fifth
 33. to Kt. third
 34. to K. square (d)
 35. takes Kt.
 36. to Q. Kt. fourth

1.
 2. P. to K. third
 3. Q. to K. second
 4. P. to Q. third
 5. Q. to K. B. second
 6. Q. Kt. to B. third
 7. P. to Q. fourth
 8. B. to K. second
 9. B. to Q. second
 10. P. to Q. R. third
 11. Q. to K. R. fourth
 12. P. to K. R. third
 13. B. to Q. square
 14. P. takes P.
 15. Kt. to Q. R. fourth
 16. Kt. to K. second
 17. Castles
 18. P. to Q. B. third
 19. Q. to K. Kt. third
 20. Kt. to K. B. fourth
 21. Q. to K. Kt. fifth
 22. Kt. takes B.
 23. R. takes R. (check)
 24. Q. to K. fifth (b)
 25. P. takes Q.
 26. B. to K. second
 27. P. takes P.
 28. R. to Q. B. square
 29. Kt. to Q. Kt. sixth
 30. Kt. to Q. B. eighth
 31. P. to K. Kt. fourth
 32. B. to K. square
 33. B. to K. Kt. third
 34. Kt. to Q. sixth (check)
 35. P. takes B.
 36. R. to B. fifth (e)

<i>White.</i> (Mr. G. MEDLEY.)	<i>Black.</i> (Mr. STAUNTON.)
37. Kt. to Q. R. second	37. P. to K. R. fourth
38. Kt. to K. R. square	38. B. to Q. R. sixth
39. R. to Q. second	39. B. to Q. Kt. fifth
40. Kt. takes B.	40. R. takes Kt.
41. Kt. to K. B. second	41. R. to Kt. eighth (check)
42. R. to Q. square	42. P. to Q. seventh (check)
43. K. takes P.	43. R. to Kt. seventh (check)
44. K. to K. square	44. R. takes P.
45. Kt. to K. R. third	45. P. to K. Kt. fifth
46. Kt. to K. B. fourth	46. B. to K. B. second
47. P. to K. fourth	47. K. to B. square
48. K. to K. second	48. R. to Kt. seventh (check)
49. R. to Q. second	49. R. to Kt. fifth
50. K. to Q. third	50. K. to K. second
51. P. to Q. fifth	51. P. to Q. Kt. fourth
52. P. takes P.	52. B. takes P.
53. Kt. to Q. fifth (check)	53. B. takes Kt.
54. P. takes B.	54. R. to Kt. sixth (check)
55. K. to K. fourth	55. P. to K. R. fifth
56. P. to Q. sixth (check)	56. K. to Q. second
57. P. to K. sixth (check)	57. K. to Q. square
58. P. to Q. seventh	

And Black resigns.

Notes.

(a) Q. to her B. second, compelling Black to play his K. to B. second, would have led to some interesting positions.

(b) The only safe move, for if

25. Q. to K. Kt. sixth
26. B. to Q. third

24. Q. to K. R. fifth
25. Q. or B. to K. second

And wins.

(c) If he had played the obvious move of P. to Q. B. fifth, Black would have answered with P. to Q. Kt. third, &c.

(d) This is not a good move, but it is difficult to find one. The more promising one of Q. Kt. to K. square, upon examination turns out of little service, for suppose

34. Q. Kt. to K. square
35. R. to Q. second (best)
36. K. to Kt. square
37. R. to Q. square
38. Kt. takes Kt.

34. B. to Q. R. sixth
35. R. to K. B. square (check)
36. B. to Q. Kt. fifth
37. Kt. takes B. (check)
38. B. to K. R. fourth

And Black must win.

(e) Hasty play. A moment's consideration would have shewn an easy mode of winning by

37. R. takes B.
38. K. to Q. second
39. K. to K. square

36. B. takes Kt.
37. R. to Q. B. eighth (check)
38. R. to Q. B. seventh (check)
39. R. takes K. Kt. P.

And Black must win.



Between the same players. Mr. S. giving the same advantage.

Remove Black's K. B. P. from the board.

White. (Mr. G. M.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to K. fifth
5. Q. Kt. to B. third
6. Q. Kt. to K. fourth
7. Q. Kt. to K. Kt. fifth
8. P. to Q. B. third (b)
9. Kt. takes Q.
10. Q. to her second
11. B. takes B.
12. K. Kt. to B. third
13. Kt. to K. R. fourth
14. Q. B. to Q. Kt. fourth
15. B. to Q. sixth
16. K. B. takes Q. B. P.
17. K. B. to K. fourth
18. Q. R. to Q. square
19. P. to K. B. fourth
20. P. to Q. Kt. third
21. B. takes B.
22. P. to K. B. fifth
23. P. takes P. (check)
24. Q. R. to Q. third
25. K. to Q. second
26. K. R. to K. B. square (check)

Black. (Mr. S.)

- 1.
2. P. to K. third
3. Q. to K. second
4. P. to Q. B. fourth (a)
5. Q. to K. B. second
6. P. takes Q. P.
7. B. to Q. Kt. fifth (check)
8. P. takes P.
9. P. to Q. B. seventh (check)
10. B. takes Q. (check)
11. K. takes Kt.
12. P. to K. R. third
13. K. Kt. to K. second
14. Q. Kt. to B. third
15. P. to Q. Kt. third
16. Q. B. to Q. R. third
17. Q. R. to Q. B. square
18. K. R. to Q. square
19. B. to Q. B. fifth
20. B. to Q. fourth
21. K. Kt. takes B.
22. K. Kt. to K. sixth
23. P. takes P. (c)
24. K. Kt. to Q. B. seventh (check)
25. K. Kt. to Q. Kt. fifth
26. K. to Kt. square

White. (Mr. G. M.)

27. B. takes Kt.
28. K. takes R.
29. K. to K. fourth
30. Kt. to K. Kt. sixth
31. K. to Q. third
32. P. to K. R. fourth
33. K. to Q. second
34. K. to Q. third (e)
35. P. to K. R. fifth
36. K. to his second
37. K. to his square
38. P. takes R.
39. R. to K. B. seventh
40. R. takes Q. R. P.
41. R. to Q. Kt. seventh
42. R. takes P.

Black. (Mr. S.)

27. R. takes Q. R. (check)
28. Kt. takes B. (check)
29. Kt. takes Q. R. P.
30. Kt. to Q. B. sixth (check)
31. Kt. to Q. fourth
32. R. to Q. B. sixth (check) (d)
33. R. to Q. B. seventh (check)
34. R. takes K. Kt. P. (f)
35. R. to K. Kt. sixth (check)
36. R. to K. Kt. seventh (check)
37. R. takes Kt.
38. Kt. to K. second
39. Kt. takes K. Kt. P.
40. Kt. takes K. P. (g)
41. P. to K. Kt. fourth
42. K. to B. second

The game was carried on for some moves farther, and ultimately drawn.

Notes.

(a) Evidently thrown forward experimentally. The slightest examination would have shewn the danger of the move, at this point.

(b) He should have moved his King to B. square, by which hemight have gained the exchange presently.

(c) King takes P. would perhaps have been better.

(d) The proper move is P. to K. R. fourth: after that Black has comparatively an easy victory before him.

(e) Taking the Rook would have been impolitic.

(f) In a game of more importance Black would probably have preferred the safe move of R. to Q. B. square.

(g) Kt. to K. B. fifth, and then to Q. fourth, would have given Black an unquestionable advantage.



Between the same players

Remove Black's K. B. P. from the Board.

White. (Mr. M.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third

Black. (Mr. S.)

- 1.
2. P. to K. third
3. Q. to K. second

<i>White.</i> (Mr. M.)]	<i>Black.</i> (Mr. S.)
to K. fifth	4. P. to Q. fourth
Kt. to B. third	5. Q. Kt. to B. third
to Q. B. third	6. Q. B. to Q. second
B. to K. Kt. fifth	7. Q. to K. B. second
stiles	8. P. to K. Kt. third
Kt. to R. fourth	9. K. B. to K. R. third
to her second	10. B. takes B.
takes B.	11. Q. Kt. to K. second
to K. B. fourth	12. Castles
Kt. to Q. second	13. Q. Kt. to K. B. fourth
takes Kt.	14. K. Kt. P. takes B.
to Q. R. fourth	15. K. Kt. to K. second
to K. Kt. third	16. Q. R. to K. Kt. square
to K. B. second	17. Kt. to K. Kt. third
. takes Kt.	18. Q. R. takes Kt.
to K. B. third	19. K. R. to K. Kt. square
to K. Kt. fifth	20. Q. to K. second (a)
to K. Kt. third	21. P. to K. R. third
to K. B. third	22. Q. R. to K. Kt. fifth
to Q. Kt. fourth	23. Q. R. takes K. B. P.
to her second	24. Q. R. to K. Kt. fifth
to R. square (b)	25. P. to K. B. fifth (c)
takes P.	26. Q. to K. R. second
to K. third	27. Q. to K. fifth
takes Q.	28. P. takes Q.
to K. square (d)	29. B. to Q. B. third
to K. R. third (e)	30. P. to K. sixth (dis. ch.)
to R. second	31. P. to K. seventh
to K. B. second	32. R. to K. Kt. eighth

And White surrendered

Notes.

If 20. Q. to K. Kt. second, then

21. P. to K. R. fourth	21. P. to K. R. third
22. P. to K. R. fifth, &c.	

Winning the Exchange.

Had he ventured to take the K. R. P. Black must have got an
helming game by playing P. to K. B. fifth.

From this point the attack is kept up with spirit to the end.

He has no better move.

P. to Q. Kt. fifth would have been of no avail, and Q. R. to his
d equally serviceless.



Between the same Players.

(Remove Black's K. B. P. from the Board.)

White. (Mr. G. M.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. K. Kt. to B. third
5. Castles
6. P. to Q. B. third
7. P. to Q. fifth
8. Q. Kt. to Q. second
9. Q. Kt. to Q. B. fourth
10. P. to K. R. third
11. Q. B. to K. third
12. Q. to her second
13. K. Kt. to his fifth
14. Kt. takes Kt.
15. Q. B. to K. Kt. fifth
16. Kt. to Q. R. fifth
17. P. to Q. R. fourth (b)
18. Kt. to Q. B. sixth
19. B. takes Kt.
20. Q. R. takes P.
21. K. R. to Q. R. square
22. P. takes B.
23. Q. R. takes P.
24. P. to K. B. third
25. K. R. to Q. R. sixth
26. K. to R. square
27. P. to Q. Kt. fourth
28. R. takes R.
29. P. takes Q. P.
30. Q. to K. third (g)
31. B. to K. fourth
32. K. to Kt. square (h)
33. Q. to K. B. second

Black. (Mr. S.)

- 1.
2. P. to K. third
3. Q. to K. second
4. Q. Kt. to B. third
5. P. to K. Kt. third
6. K. B. to R. third
7. Q. Kt. to Q. square
8. P. to Q. third
9. P. to K. fourth
10. Q. Kt. to K. B. second
11. K. Kt. to B. third
12. K. B. to K. Kt. second
13. Castles
14. R. takes Kt.
15. P. to Q. Kt. fourth (a)
16. B. to Q. second
17. P. takes P.
18. Q. to K. square
19. R. takes B.
20. K. to R. square (c)
21. B. takes Kt.
22. Q. takes P.
23. Q. R. to K. B. square
24. Q. R. to Q. Kt. square
25. Q. to her B. fourth (check)
26. P. to Q. fourth (d)
27. Q. to K. B. square (e)
28. Q. takes R.
29. Q. to K. R. fifth (f)
30. Q. to K. Kt. sixth
31. Q. to K. R. fifth
32. B. to K. R. third
33. Q. to K. B. fifth

White. (Mr. M.)

34. Q. to K. square (*i*)
35. Q. to K. B. second
36. K. to R. second
37. R. to Q. R. square (*l*)
38. Q. to her R. second
39. P. to Q. sixth
40. Q. to Q. R. eighth (check)
41. B. to Q. fifth
42. K. to R. square
43. Q. to her R. seventh (check)
44. P. to K. R. fourth
45. P. to K. R. fifth
46. R. to Q. square
47. R. to Q. R. square
48. Q. to K. third (check)
49. Q. to Q. Kt. sixth
50. K. to Kt. square
51. K. to B. square
52. Q. to K. Kt. square

Black. (Mr. S.)

34. Q. to K. sixth (check)
35. Q. to Q. B. eighth (check)
36. B. to K. sixth (*k*)
37. Q. takes Q. B. P.
38. R. takes Q. Kt. P.
39. P. takes P. (*m*)
40. K. to his Kt. second
41. B. to K. B. fifth (check)
42. R. to Q. Kt. square (*n*)
43. K. to R. third
44. B. to K. Kt. sixth
45. R. to Q. B. square
46. Q. to Q. B. seventh
47. Q. to K. B. fourth
48. B. to K. B. fifth
49. Q. takes P. (check)
50. Q. to K. R. seventh (check)
51. Q. to R. eighth (check)
52. Q. to K. R. fifth

The game was protracted for some time, and finally won by Black.

Notes.

(a) This was played apparently with the view of driving the Kt. to K. third, that Black might then take the K. P. with his Kt. It was not however a good move as the sequel proved.

(b) White promptly takes advantage of his opponent's error in advancing the Q. Kt. Pawn.

(c) A needful precaution.

(d) This was indispensable, on account of White's threatened attack upon the Queen with his Kt. Pawn.

(e) Taking R. with R. and offering his Queen in exchange for the adverse Rooks would have been hardly prudent, since it would have enabled White to consolidate a powerful phalanx of Pawns in the centre.

(f) With such a deficiency in Pawns, Black's only hope is in a vigorous assault. He might now have played forward his K. Pawn with good effect we believe.

(g) He cannot safely take the Q. B. P. because of Black's then getting command of the Q. R. file.

(h) Better perhaps to have advanced his Q. P.—let us suppose,

30. P. to Q. sixth		If 30. B. to K. R. third
then 31. P. takes P.		

with a fine game

31. R. takes B.

32. Q. to her R. 7th (ch.)

If 30. P. takes P.

31. K. takes R.

And wins.

(i) An irreparable mistake.

(k) Checking with the B. first would have been better.

(l) A fine counter move.

(m) Black can take it with impunity as his Bishop prevents the Rook from checking afterwards at Q. R. seventh.

(n) From this point White makes a gallant stand, but the day's against him, and no skill can retrieve his game.

MAJOR C. F. JAENISCH ON THE KNIGHT'S GAME OF RUY LOPEZ.

To the Editor of the "Chess Player's Chronicle."

SIR,—I take the liberty to request you will submit to the readers of the *Chess Players' Chronicle* some observations on the *debut* of Ruy Lopez, which will form a sort of supplement and *corrective* to my article on this subject inserted in the Number of the *Palamede* for Dec. 1847, and subsequently published, in an excellently abridged translation into English, in the July, August, and September Numbers of *The Chess Player's Chronicle*, 1848. Among other things in this article, allusion is made to the counter gambit.—

- | | | |
|---------------------------|------------------------------|---------------------------------|
| 1. <u>P. to K. fourth</u> | 2. <u>K. Kt. to B. third</u> | 3. <u>K. B. to Q. Kt. fifth</u> |
| P. to K. fourth | Q. Kt. to B. third | P. to K. B. fourth |

But I have there only given those variations of attack where the advantage is on Black's side, having then the idea of treating this counter-gambit as a kind of problem, of which I had explained the solution to M. St. Amant, but requested him to withhold the key for a time. The political vicissitudes having stopped the publication of the *Palamede*, this solution has not been brought to light, either by M. St. Amant, according to his promise, or in the *Chess Player's Chronicle*, and we have been obliged to solicit Mr. Heydebrant de la Laza to have it inserted in the *Berlin Schachzeitung* for September, 1848, pp. 344, 345. The English subscribers of the *Schachzeitung* could therefore find it in that Number; but, as we have still an observation to make on this counter-gambit, the Editor of the *Chess Player's Chronicle* will perhaps permit us to illustrate the subject by repeating here, in a few words, our solution of 1847, that is to say, the mode of playing we then recommended, and which we still think should secure the victory to White in this counter-gambit. It simply consists in playing 4. Q. to K. second, which necessarily wins a Pawn for the first player, ex. gr.—

- | | | |
|--------------------------|---------------------------------|---------------------------------|
| 4. <u>P. takes P.</u> | 5. <u>B. takes Q. Kt.</u> | 6. <u>Q. takes P.</u> |
| | Q. P. takes B. | K. B. to Q. third |
| 7. <u>Kt. takes P.</u> | 8. <u>P. to Q. fourth</u> , &c. | Or, suppose— |
| Q. to K. second | | |
| 4. <u>P. to Q. third</u> | 5. <u>P. takes P.</u> | 6. <u>P. to Q. fourth</u> , &c. |
| | Q. B. takes P. | |

Or, again, if 4.

- | | | |
|---|-------------------------------|----------------------------------|
| K. Kt. to B. third | 5. <u>P. takes P.</u> | P. to K. fifth |
| (If, 5. <u>P. to Q. third</u> then 6. <u>P. to Q. fourth</u>) | P. to Q. third | Q. to K. second |
| 7. <u>P. takes P.</u> | 8. <u>Q. Kt. to Q. second</u> | 9. <u>K. Kt. to Q. 4th</u> , &c. |
| K. Kt. takes P. | P. to Q. fourth | |

If at the sixth move here Black play 6. P. to Q. fourth then—

- | | | |
|-------------------------------|---------------------------|--------------------------------|
| 7. <u>K. Kt. to Q. fourth</u> | 8. <u>B. takes Q. Kt.</u> | 9. <u>P. takes K. P.</u> , &c. |
| Q. B. to Q. second | Q. Kt. P. takes B. | P. takes P. |

And lastly, in the variation the least disadvantageous to Black, namely—

- | | | |
|-------------------------------|-------------------------|------------------------------------|
| 4. <u>Q. Kt. to Q. fourth</u> | 5. <u>Kt. takes Kt.</u> | 6. <u>P. takes P. (dis. check)</u> |
| | P. takes Kt. | Q. to K. second |
- the White can always come off the winner of a Pawn.

What we have now, which is really new, to say on this counter-gambit is, that the White have also at their command another mode of winning very curious, and, perhaps, even still more decisive than the preceding, since it exhibits in the theory of regular openings the unique example of a triple Pawn, ex. gr.—

4. P. takes K. B. P. 5. Q. to K. second 6. B. takes Q. Kt.
 P. to K. fifth Q. to K. second Q. P. takes B.
 7. Kt. to Q. fourth 8. Kt. to K. sixth.
 P. to Q. B. fourth

(This is the proper move, instead of either 8. Q. to her Kt. fifth (ch.) or, 8. Q. to K. R. fifth (check), which we gave in our article of 1847.)
 (See *Chess Player's Chronicle* for July, 1848, p. 221.)

8. B. takes Kt. 9. P. takes B. 10. Q. to her Kt. fifth, (check.)
 Q. takes P. Q. to B. third
 11. Q. takes Q. (check.)
 P. takes Q.

The forces now are equal on both sides, but Black has three Pawns on the same file, and one of these must inevitably fall, as the following moves will prove:—

12. Q. Kt. to B. third 13. Castles 14. R. to K. square
 K. Kt. to B. third Castles, (best) R. to K. square
 15. P. to Q. third 16. R. takes R. (check) 17. P. takes P.
 P. takes P. Kt. takes R. K. B. to Q. third
 18. Q. B. to K. third 19. Kt. to Q. R. fourth
 Kt. to K. B. third Kt. to Q. second
 (If, 19. Kt. to Kt. fifth White simply plays 20. B. takes P.)
 20. R. to Q. B. square 21. Kt. takes P. 22. R. takes B.
 Kt. to K. fourth B. takes Kt. Kt. takes P.
 23. R. takes P. 24. B. to K. B. fourth.
 Kt. takes Q. Kt. P.

and the Q. B. Pawn is lost; after which, White will have a Pawn more and a fine game. But it may be objected that Black has still a chance of retrieving the game, on account of his retaining a Knight against the adverse Bishop. To answer this, we shall proceed to demonstrate that White may without difficulty either gain another Pawn or force an exchange of the Knight for his own Bishop.

It is evident that at Black's twenty-fourth move, unless he consents to lose two Pawns, he must adopt one or other of the five following modes of play, viz.:—

24. Kt. to Q. sixth 24. P. to K. Kt. fourth 24. R. to K. square
 24. R. to K. B. square and 24. K. to Q. square.

Suppose, then, in the first place,—

24. Kt. to Q. sixth or P. to K. Kt. fourth, then
 25. R. takes P. (check) 26. R. takes Q. R. P., and White evidently
 K. to Q. square wins two, if not three Pawns.

Secondly, 24. R. to K. square 25. R. takes P. (ch.) 26. P. to K. Kt. 3d
K. to Q. square R. to K. 2nd
 27. R. takes R. 28. B. to K. fifth, gaining two Pawns. If at move
K. takes R.
 twenty-six, Black play 26. P. to K. Kt. fourth, White can answer with
 27. R. to Q. Kt. seventh, forcing the exchange of the Knight for the
 Bishop, and still retain the Pawn won.

Thirdly,—

24. R. to K. B. square 25. R. takes P. (check) 26. R. to Q. Kt. seventh
K. to Q. square
 (If 26. R. to K. square or 26. Kt. to Q. sixth then 27. B. to K. third
 or if 26. Kt. to Q. B. fifth 27. B. to K. Kt. fifth, (check) &c.) forcing
 the same exchange of Knight for Bishop, or winning two Pawns.

Lastly,—

24. K. to Q. square 25. R. takes P.
Kt. to Q. sixth or P. to Kt. fourth
 26. R. takes Q. R. P. &c. (If, at move twenty-five Black play
 25. R. to K. square 26. P. to K. Kt. third; or if 25. R. to K. B. sq.,
 then 26. R. to Q. Kt. seventh, &c., as in preceding Variations.) Thus

the White ought in any case to win the game necessarily.

One point of the theory more important than the counter-gambit, is
 the establishing a defence completely satisfactory against the Lopez
 attack :—

1. P. to K. fourth 2. K. Kt. to B. third 3. K. B. to Q. Kt. fifth
P. to K. fourth Q. Kt. to B. third
 probably the soundest mode of beginning which we can adopt in the
 Royal opening. The readers of the *Chess Player's Chronicle* are aware
 that in our former article we gave the preference to the close defence
 3. P. to Q. third, or the *superlatively* close one of 3. K. Kt. to B. third
 4. Q. to K. second
 4. K. B. to Q. third, since we could not agree with M. de Heydebrant
 as to the validity of the "Berlin Defence," 3. K. Kt. to B. third
 4. Q. to K. second 5. K. B. to Q. R. fourth 6. B. to Q. Kt. third
P. to Q. R. third P. to Q. Kt. fourth K. B. to Q. B. fourth
 7. P. to Q. R. fourth (for 7. Q. B. to Q. Kt. second See the Vari-
Q. R. to Q. Kt. square ation (B).) 8. P. takes P. 9. Q. Kt. to B. third 10. Q. Kt. to Q. fifth
P. takes P. P. to Q. Kt. fifth Castles
 11. Castles, which enables Black to get a freer game, but forces him to
 give up the command of the Q. R. file to the adverse Rook, an advan-
 tage which sooner or later would prove decisive. At that time, we were

not cognizant of any better mode of continuing the game for Black, than

11. Q. Kt. to Q. fifth, which leads to the gradual weakening of their position, and ultimately to the loss of the game. Since then, however, Mr. Heydebrant, in his *Leitfaden* and in the *Berlin Schachzeitung*, has given the proper move, which is 11. P. to Q. third, obliging the White to reply with 12. P. to K. R. third.

Even after the publication of Mr. Heydebrant's move of—

11. P. to Q. third

we retained our opinion, because we did not see how Black could manage to bring his pieces into action, and nullify the effect of his adversary's Rook on the open file. But it is never too late to confess our errors; and for this reason, being now convinced of the truth of Mr. Heydebrant's opinion, we *retract ours publicly*, and shall proceed at the same time to supply what has hitherto been wanting to the perfection of the preceding analysis, by indicating the moves which appear to us to complete the opening in question by carrying it on to the middle of the game without advantage on either side.

12. Q. B. to K. third

This is the proper move. 12. Q. Kt. to Q. fifth only tends still further to enfeeble Black's game, as is shewn in the Variation (A).

13. P. to Q. third (best move)

(If 13. Q. R. to R. sixth
Q. B. takes Kt.

14. P. takes B.
Q. Kt. to K. second

or 14. B. takes B.
K. Kt. takes B.

15. P. takes Kt.
Q. Kt. to K. second

16. Q. to her third Q. to her B. fourth Q. to K. fourth, to either of

which Black answers with 16. Q. R. to his square.

In all these cases the loss of White Pawn at Q.'s fifth is indispensable, and if, instead of them, the game proceeds thus—

13. Q. R. to his sixth

B. takes B.

15. R. takes Q. Kt.

13. B. takes Kt.

14. K. Kt. takes B.

15. Kt. to Q. Kt. third

the White will lose the exchange; for example:—

16. K. Kt. takes K. P. (best)

17. Q. R. takes B.

16. Q. to K. square

17. P. takes R. &c.,

or, 16. P. to Q. B. third

17. Q. to her Kt. fifth

16. Q. to K. square

17. Kt. to Q. B. fifth

18. Q. to her R. fourth

18. Q. to her R. sixth

18. Q. R. to Kt. third &c.;

if 18. Q. R. to his square

18. Q. to K. Kt. fifth or seventh &c.)

19. Kt. to Q. R. fourth &c.)

13. P. to K. R. third

After which, in reality, White, to avoid the disagreeable conse-

quences which are shewn above to result from Black's exchanging his Q. B. for the Kt., does not appear to us to have any better move than 14. Q. Kt. takes Kt. (check), which would lead to the following moves.

14. Q. takes Kt. 15. B. takes B. 16. Q. B. to K third
 Q. takes B. B. takes B.
 17. P. takes B., or Q. takes B.
 Q. R. to his square
 and the game is quite equal.*

VARIATION (A.)

ON THE TWELFTH MOVE OF BLACK.

12. Q. Kt. to Q. fifth 13. K. Kt. takes Q. Kt.
 K. B. to Q. B. fourth (best) B. takes Kt.
 14. P. to Q. B. third (If 14. Kt. takes Kt
 B. takes Kt. B. takes B. P. to Q. B. third
 15. B. to Q. Kt. second 16. Q. R. takes B. 17. P. takes P.
 Q. Kt. P. takes P.
 18. B. to Q. B. fourth' and the situation of White seems always
 preferable.)

15. Kt. takes Q. Kt. P. (best). (Taking the Knight with Knight
R. takes Kt. would only get an equal game.)
P. to Q. B. third

16. R. to Q. Kt. third, (best) (If, instead of this move, Black
 play otherwise, White maintains the best game, for suppose—

16. B. takes P. 17. Kt. P. takes B. &c.; or suppose—
 Q. takes R. Q. takes Q. B. P.
 16. R. takes B. 17. B. to Q. Kt. third 18. P. to K. B. fourth
 and in all the variations, the advantage is on White's side.)
 P. takes B. P. to Q. third K. Kt. to B. third
 17. P. takes P. 18. P. to K. R. third (best) 19. B. to K. third
 Q. to her B. second P. to K. B. fifth Q. takes B.
 20. Q. to her second 21. B. takes B. 22. P. to Q. B. fourth
 And White, in our opinion, has the best game.

VARIATION (B.)

ON BLACK'S SEVENTH MOVE.

1. P. to K. fourth 2. K. Kt. to B. third 3. K. B. to Q. Kt. fifth
 P. to K. fourth Q. Kt. to B. third K. Kt. to B. third
 Q. to K. second K. B. to Q. R. fourth
 4. P. to Q. R. third 5. P. to Q. Kt. fourth

* Black would perhaps do better, if at his 15th move he took the B. with his K. B. P., instead of with the Q., ex. gr.—

15. B. takes B. Q. B. to K. third 16. K. B. P. takes B.
 K. B. P. takes B. B. takes B. Q. R. to his square
 18. Q. R. takes R. 19. Kt. to Q. fourth &c.
 R. takes R. Kt. takes Kt.

6. B. to Q. Kt. third
K. B. to Q. B. fourth
 (We give this variation to prove that the move of Mr. Heydebrandt,
 7. Q. R. to Q. Kt. square,

which forms a kind of anomaly in the theory of openings, is actually compelled; for we know by our former article, that 7. P. to Q. Kt. fifth would cost Black a Pawn.)

8. P. takes P.
P. takes P. 9. R. takes R.
B. takes R.

(If 9. Q. takes R. White obtains the advantage in position, by playing 10. Q. Kt. to B third and not 10. Q. takes P. which

would benefit Black, who might answer 10. Kt. takes K. P. then

11. B. takes P. (check), or 11. Q. to B. fourth
K. to his second 11. B. takes B. P. (check)
 12. K. to Q. square
Kt. to Q. third &c.)
 10. Q. takes P.
Kt. takes K. P. 11. Castles (best).
Q. Kt. to Q. fifth.

(If 11. P. to Q. third 12. B. to Q. fifth &c., and if

11. Castles 12. P. to Q. third, and Black would be obliged to give up two minor Pieces, for a Rook and *one* Pawn. The proper move is

11. Q. to K. second, but even then, Black must have a bad game, on

account of 12. P. to Q. third 13. Q. B. to K. Kt. fifth
Kt. to K. B. third

followed by Q. Kt. to B. third and R. to K. square.)

12. Kt. takes Q. Kt. 13. P. to Q. B. third, The White has
B. takes Kt.

the advantage.

It is then clearly proved that the "Berlin defence" may be adopted against the Lopez attack, with perfect security, and in preference to the various close defences, when the first player at his fourth move plays Q. to K. second. If I admit this restriction, it is because Mr. Petroff has some time since made the ingenious remark (see the *Berlin Schachzeitung* for Sept., 1848, p. 345), that after the moves—

1. P. to K. fourth 2. K. Kt. to B. third 3. K. B. to Q. Kt. fifth
P. to K. fourth 2. Q. Kt. to B. third 3. K. Kt. to B. third

playing 4. P. to Q. third, does not prevent Black's bringing his B. to Q. B. fourth, or moving Q. to K. second. For suppose:—

4. P. to Q. third 5. P. to Q. B. third
B. to Q. B. fourth

The Black is obliged to defend the K.'s Pawn; and playing Q. to K.'s second, is evidently of little avail, on account of White's Castling next move. If Black play the move to all appearance correct, viz.—

5. P. to Q. third then 6. P. to Q. fourth 7. P. takes P.
K. to B. square, P. takes P. K. B. (checks)
 8. K. to B. square, and the White wins a Pawn, in a similar mode

as shewn in the variation called "Lausanne," in the same opening. In the number of the *Berlin Schachzeitung* above mentioned, I have proposed a very certain means of remedying this inconvenience, which is, to adopt the close defence.

1. P. to K. fourth 2. K. Kt. to B. third 3. K. B. to Q. Kt. fifth
P. to K. fourth Q. Kt. to B. third K. Kt. to B. third
P. to Q. third P. to Q. B. third P. to Q. fourth
 4. P. to Q. third 5. K. B. to K. second 6. Q. B. to Q. second
 which gives time to Black, because his Bishop is not attacked, when the White Pawn reached Q.'s fourth. Taking the Kt. at either move 5 or 6, would only be beneficial to the Black game. I have brought forward this variation, merely to assist in the general understanding of the subject, and I hasten to add, that the second player, if he do not like close defences, may, with equal certainty, avoid them altogether by the following manœuvre, which may be considered as a generalization, or a strengthening of the Berlin defence.

1. P. to K. fourth 2. K. Kt. to B. third
P. to K. fourth Q. Kt. to B. third
 3. K. B. to Q. Kt. fifth 4. K. B. to Q. R. fourth
P. to Q. R. third 5. K. Kt. to B. third
 If, now, White play 5. B. takes Q. Kt. 6. K. Kt. takes P.
Q. P. takes B.

Black replies with the ordinary move of 6. Q. to her fifth, having a fine game. And if White play instead

5. Q. to K. second 6. B. to Q. Kt. third
P. to Q. Kt. fourth K. B. to Q. B. fourth

we arrive at the usual Berlin defence.

- Let us suppose then 5. P. to Q. third, then the second player answers with 5. P. to Q. Kt. fourth 6. K. B. to Q. Kt. third, avoiding altogether the combinations above mentioned of Mr. Petroff's, and following in case of 7. P. to Q. R. fourth with 7. P. to Q. Kt. fifth, or, in case of 7. B. to Q. fifth with 7. Castles; or, in case of 7. P. to Q. B. third with 7. P. to Q. third 8. P. to Q. fourth
Q. Kt. to R. fourth B. to Q. B. second
 9. P. to Q. fifth 10. Q. B. to K. Kt. fifth
Q. Kt. to R. fourth P. takes P. Q. takes Q. (check) Kt. takes P.
 or, 9. P. takes P. 10. Q. Kt. takes Q. 11. Kt. takes P.
 having a game at least as good as White's.

Accept, Sir, the assurance of my most distinguished consideration.

St. Petersburg,
 Oct. 22, 1849.

C. F. DE JAENISCH,
 Conseiller de Cour et Chevalier.

To the Editor of the Chess Player's Chronicle.

Sir,—Chess has so many friends that it is quite unnecessary to set forth its pretensions to be considered *κατέφορη*, the most scientific of amusements and the most amusing of the sciences: but it has one especial claim to consideration which I do not recollect to have seen urged in print by any of its advocates or cultivators: viz., that it is the only human pursuit, if so grave a term can be legitimately applied to any thing in this country, which has not the acquisition of money for its object, where the palm is invariably awarded to the most deserving. In it alone Napoleon's celebrated promise to the French nation, can be realized by every one, and a *carrière ouverte aux talens*, that is the talents calculated to excel in it, made patent to all who deserve it.

Could skill in war, politics, law, physic, or divinity be tested, as surely as expertness in chess, how much pompous ignorance would find its proper level and how much obscure merit would replace that pompous ignorance. Mr. Staunton in the preface to the "Handbook" has instituted a parallel between military science, if it can really be called science, and Chess, allowing for the 'amazing disparity' in the importance of the individual cultivators of each: but the comparison would be altogether in favour of chess. Hardly a great battle can be named, in which what is commonly called chance, has not had a considerable share in deciding the victory, and the profoundest combinations of generalship, to borrow a sounding but unmeaning phrase from the historians, have been disconcerted or assisted by concurring circumstances, over which the General had no control. Further, there is an immense difference in the combatants: the wooden chess-man can correct no mistakes of its master, but the obstinate valour of good troops, has more than once rectified the blunders of their Leaders. Had the Duke commanded Neapolitans or Spaniards at the battle of Waterloo, he might have exhausted all his stratagetical and tactical knowledge to little purpose, in repelling the furious assaults of French grenadiers and guardsmen. With as sure a test of military capacity, no blundering, pretentious blockhead in lace and epaulettes would be allowed to lead men to destruction, or to derive reputation and profit from the valour of troops, which he had done his best to train to slaughter and disgrace. No Braddock or Whitelock would then secure death to their soldiers, and discredit to their country.

In politics, it is probably of little consequence whether blockheads or men of ability preside; the Chancellor Oxenstiern's well-known reply to the modest scruples of his son, would appear to imply as much, and certainly the glories and successes of Addington's administration, far surpassed those of the first of British Statesmen, the second Pitt.

In law, could a test be as certainly applied, many a deserving junior would share the fees and briefs of leaders, oppressed with business which they are unable fairly to discharge, and fairer opportunities which are too frequently absorbed by the ever open jaws of circuit leviathans would be secured to the juniors of the forum.

In physic, the chosen field of empiricism and where pretension is necessary even to merit, and is too often the effective friend of ignorance and cupidity, with such a test we should have fewer formal fools, and dashing quacks; and the pupils of London Hospital Surgeons would be far less

certain of succeeding to the posts of their masters, unless as heirs of their ability.

On the field of chess there can be no unsustained pretension; the mind is here no longer mantled with the veil of darkness which obscures its judgment when contemplating the social position of our fellow men, and he must indeed have fathomed the heights and depths of snobism, who would prefer to play with an indifferent aristocratical rather than with a skilful *roturier*. The fabled spear of Ithuriel is realized, *quantum valent*, in it, and pity it is this invaluable peculiarity is confined to Chess-practical, and that here alone where the race is to the swift and the battle really to the strong, the prize should be comparatively valueless, reputation only, without profit,

I am, Sir, yours very obediently,
C. P.

Cheltenham.

SOLUTIONS TO PROBLEMS.

No. 35, page 192.

- | <i>White.</i> | | <i>Black.</i> |
|-------------------------------|--|--------------------|
| 1. B. to Q. B. fourth (check) | | B. takes B. (best) |
| 2. P. to K. B. fifth (check) | | K. to Q. sixth |
| 3. Kt. takes B. (check) | | K. to Q. B. second |
| 4. R. takes Kt. (check) | | K. takes R. |
| 5. Kt. to Q. R. sixth | | Kt. moves |
| 6. Kt. to Q. sixth | | |

Mate.

No. 36, page 192.

- | | | |
|-----------------------|--|-------------|
| 1. B. to K. Kt. third | | P. takes B. |
| 2. P. to K. R. fourth | | K. takes P. |
| 3. R. to K. R. square | | |

Mate.

No. 37, page 205.

- | | | |
|-----------------------------|--|---------------------|
| 1. R. takes R. on Q. second | | Q. takes P. (check) |
| 2. R. to Q. fifth | | B. takes Q. (best) |
| 3. P. Queens (check) | | Q. takes Q. |
| 4. B. to Q. Kt. seventh | | |

Mate.

No. 38, page 217,

The solution of this novelty we purposely withhold for the present.

No. 39, page 223.

- | | | |
|-------------------------------|--|-------------|
| 1. K. Kt. P. to Q. fourth | | R. moves |
| 2. R. to Q. R. sixth | | " |
| 3. h. to Q. R. fifth | | " |
| 4. R. takes P. | | " |
| 5. Q. to K. B. sixth | | " |
| 6. Kt. to K. B. third (check) | | K. moves |
| 7. Kt. to K. R. fourth | | R. takes R. |

Mate.

No. 40, page 223.

- | <i>White.</i> | <i>Black.</i> |
|---------------------------------|----------------------------|
| 1. Kt. to Q. square | B. to K. Kt. fourth (best) |
| 2. Q. takes Kt. | Q. to Q. Kt. fourth (best) |
| 3. Kt. to K. fifth (dis. check) | Any move |

Mates with Queen or Pawn.

No. 41, page 224.

- | | |
|------------------------|----------------------|
| 1. Q. to Q. R. sixth | P. moves |
| 2. Kt. to Q. B. third | P. to Q. fourth |
| 3. B. takes R. (check) | P. takes B. |
| 4. Kt. to Q. R. second | P. takes Kt. |
| 5. Q. to Q. Kt. fifth | P. becomes B. or Kt. |
| 6. Q. to Q. R. sixth | B. or Kt. mates |

No. 42, page 224.

- | | |
|----------------------------|-------------------|
| 1. B. to Q. eighth | K. to Q. B. third |
| 2. Kt. to K. fifth (check) | K. takes Kt. |
| 3. K. to Q. B. fourth | K. takes Kt. |
| 4. K. to Q. B. fifth | K. moves |
| 5. B. mates. | |

No. 43, page 229.

- | | |
|--------------------------------|--------------------|
| 1. Kt. to K. Kt. sixth (check) | Kt. takes Kt. |
| 2. R. to K. Kt. fifth (check) | R. to K. Kt. fifth |
| 3. B. to K. Kt. third (check) | or R. takes P.* |
| 4. P. takes R. | R. takes B. |

Mate.

* Black has other but no better moves.

No. 44, page 234.

- | | |
|-------------------------------|----------------------------|
| 1. Q. to her fourth (check) | Q. to K. Kt. second (best) |
| 2. Q. to her eighth (check) | Q. to K. Kt. square |
| 3. Q. to K. B. sixth (check) | Q. to K. Kt. second |
| 4. Q. to K. R. fourth (check) | K. to Kt. square |
| 5. B. to Q. fifth (check) | K. to B. square |
| 6. Q. to Q. eighth (check) | |

And Wins.

No. 45, page 255.

- | | |
|--------------------------------------|----------------------|
| 1. Q. to K. Kt. sixth | Q. takes Q. (best) |
| 2. K. takes Q. (dis. check) | K. to Kt. square |
| 3. Kt. to K. R. sixth (check) | K. to his R. square |
| 4. Kt. to K. B. seventh (double ch.) | K. to his Kt. square |
| 5. R. to K. R. eighth (check) | B. takes R. |
| 6. Kt. to K. R. sixth | |

Mate.

No. 46, page 255.

- | | |
|------------------------------|----------------------------|
| 1. Q. takes B. (check) | K. takes Q. |
| 2. B. to K. seventh (check) | P. to Q. third |
| 3. B. to K. Kt. fifth | R. to Q. R. second (best) |
| 4. B. to Q. B. square | R. to Q. Kt. second (best) |
| 5. B. to Q. R. third (check) | R. interposes |
| 6. B. takes R. | |

Mate.

No. 47, page 256.

*White.**Black.*

1. B. to K. B. seventh
2. Q. to Q. third
3. R. takes K. P. (check)
4. R. to K. sixth (check)
5. B. to K. B. fourth (check)
6. Q. to K. Kt. third (check)
7. Kt. to K. R. fifth

- B. takes B. (or A)
- P. takes Kt. (best)
- P. takes R.
- B. takes R.
- K. takes B.
- K. takes Q.

Mate.**A**

2. R. takes K. P. (check)
3. R. to K. sixth (check)
4. Q. takes K. P. (check)
5. B. to K. third (check)
6. Q. takes Kt. (check)
7. P. to Q. R. fourth

- P. takes Kt.
- P. takes R.
- K. to Q. fourth
- K. to Q. B. fourth
- Kt. interposes
- K. to Q. Kt. fourth

Mate.

No. 48, page 256.

A correspondent submits the following solution of this position in four instead of seven moves.

1. Kt. takes K. Kt. P. (check)
2. Q. to her second (check)
3. Q. takes B.
4. Q. to her fourth

- K. to Q. fourth (best)
- B. to Q. sixth
- K. takes Kt.

Mate.

No. 49, page 265.

1. B. to K. fourth
2. R. to Q. square (dis. check)
3. Q. to K. Kt. seventh or takes R.

- Q. to her R. eighth (best)
- R. takes B. or R. to Q. Kt. second

Mate.

No. 50, page 287.

1. B. to K. B. eighth
2. B. takes Q. R. P.
3. R. to K. B. eighth
4. K. to R. square
5. B. to Q. Kt. second
6. R. mates

- K. moves
- K. moves
- K. to Kt. second (best)
- K. to R. second
- P. moves

No. 51, page 287..

1. R. to Q. square (check)
2. Kt. from R. seventh to Q. B. sixth (check)
3. Kt. to Q. Kt. fourth (dis. check)
4. Kt. from Q. Kt. eighth to Q. B. sixth (check)
5. Kt. to Q. fourth (dis. check)
6. Q. to K. B. eighth (check)
7. Kt. to Q. Kt. fifth (check)
8. Q. to Q. eighth

Black's moves are all forced

R. takes Q.

Mate.

No. 52, page 288.

- | <i>White.</i> | <i>Black.</i> |
|---|--------------------|
| 1. P. to Q. Kt. sixth | R. to K. B. second |
| 2. P. to Q. Kt. seventh (check) | R. takes P. |
| 3. Kt. to Q. fifth | R. moves |
| 4. Kt. mates at Kt. sixth or B. seventh | |

No. 53, page 288.

- | | |
|----------------------------|-----------------------------------|
| 1. Q. to her fifth (check) | K. to his sixth (best) |
| 2. B. to K. Kt. fourth | Kt. from Q. Kt. sixth to Q. fifth |
| 3. B. to Q. B. fifth | (best) |
| 4. Kt. or Q. mates | Anything |

No. 54, page 301.

- | | |
|---|---------------------------|
| 1. R. to Q. eighth (check) | R. to Kt. square |
| 2. Kt. to Q. B. eighth | Kt. to Q. B. fifth (best) |
| 3. R. or K. R. eighth | Anything |
| 4. R. to Kt. mates according to Black's previous move | |

No. 55, page 314.

- | | |
|-------------------------------|---------------------------|
| 1. B. to K. B. second | K. to K. Kt. fifth (or A) |
| 2. R. to K. R. fourth (check) | K. takes P. |
| 3. B. to K. third | P. moves. |
| 4. Rook mates | |
| | (A) |
| R. to Q. B. third | P. to Q. Kt. fifth |
| Bishop mates | P. takes R. |

No. 57,* page 316.

- | | |
|-------------------------------------|-----------------------|
| 1. B. to K. Kt. sixth | K. moves |
| 2. Kt. to Q. seventh (check) | K. to K. third (or A) |
| 3. R. to Q. B. eighth | K. moves |
| 4. B. mates at his fifth or seventh | |
| | (A) |
| R. to B. sixth. | K. to Q. fourth |
| B. to B. seventh | K. moves |

Mate.

No. 58, page 319.

- | | |
|----------------------------------|------------------|
| 1. Kt. to Q. second (dis. check) | P. takes B. |
| 2. R. to Q. B. fourth | P. Queens (best) |
| 3. R. to Q. fourth (check) | K. takes P. |
| 4. Kt. takes P. (check) | K. to Kt. fourth |
| 5. Q. R. Pawn | |

Mates.

No. 59, page 319.

- | | |
|------------------------------|--------------------|
| 1. B. takes R. | B. takes B. (best) |
| 2. R. to K. B. fifth (check) | R. takes R. (best) |
| 3. B. to Q. B. sixth (check) | K. to his fourth |
| 4. Kt. to K. Kt. fourth | |

Mate

* Wrongly numbered. Should have been No. 56.

No. 60, page 320.

White.		Black
1. B. to K. R. sixth (check)		K. takes Kt.
2. B. to Q. seventh (check)		K. to his fourth
3. B. to K. B. fourth (check)		K. to Q. fourth
4. B. to Q. sixth		Kt. takes Kt. (or A)
5. P. to Q. B. fourth		
	Mate.	
	(A)	
5. Kt. mates		4. Any other move

No. 61, page 320.

1. Kt. to Q. B. fourth (check)		K. his fifth
2. B. to Q. second		P. to K. B. fifth (best)
3. Kt. to Q. sixth (check)		K. to his fourth
5. B. to Q. B. third		
	Mate.	

No. 62, page 341.

1. B. to Q. B. eighth		Q. B. P. moves (or A)
2. P. to Q. Kt. sixth		B. to Q. Kt. second
3. B. takes B.		Anything
4. Kt. mates		
	A)	
B. takes B.		B. to Q. Kt. second
P. to Q. Kt. sixth		Q. B. P. moves (best)
	And the Kt. mates next move.	

No. 63, page 351.

The condition of this problem should be White to play and compel Black to mate in five moves. We reserve the Solution until the next number.

No. 64, page 351.

1. Kt. to Q. B. fifth (check)		K. to Q. fifth
2. Kt. to K. B. third (check)		K. to Q. B. fifth
3. P. to K. Kt. fourth		P. to K. fifth
4. Kt. to K. fifth (check)		K. to Q. fifth
5. Kt. to K. sixth (check)		K. takes Kt.
6. B. to Q. B. third		
	Mate.	

No. 65, page 352.

A corrected version of this position shall be given in an early Number.

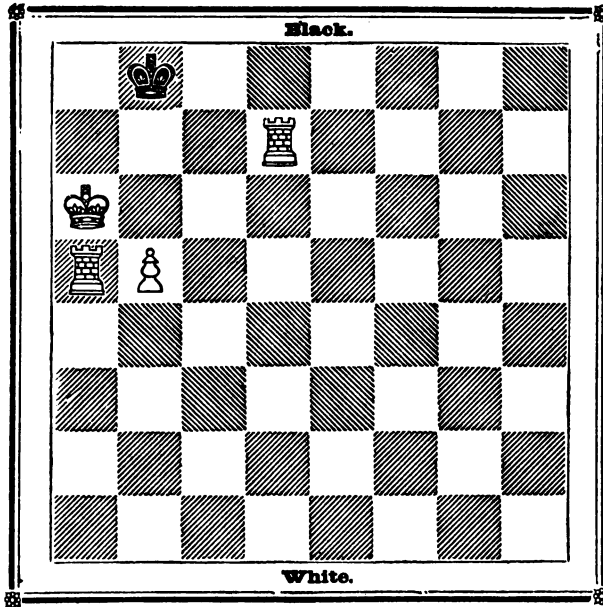
No. 66, page 352.

1. Kt. to Q. fifth		K. takes Kt.
2. Kt. to Q. seventh		K. to his third
3. B. takes P. (check)		K. to Q. fourth
1. Kt. mates		

PROBLEM, No. 67.

373

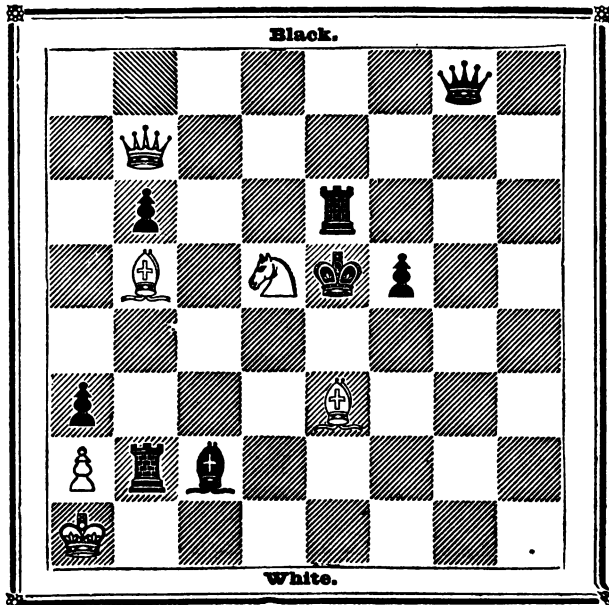
By HERR KLING.



White Mates in six moves with the Pawn.

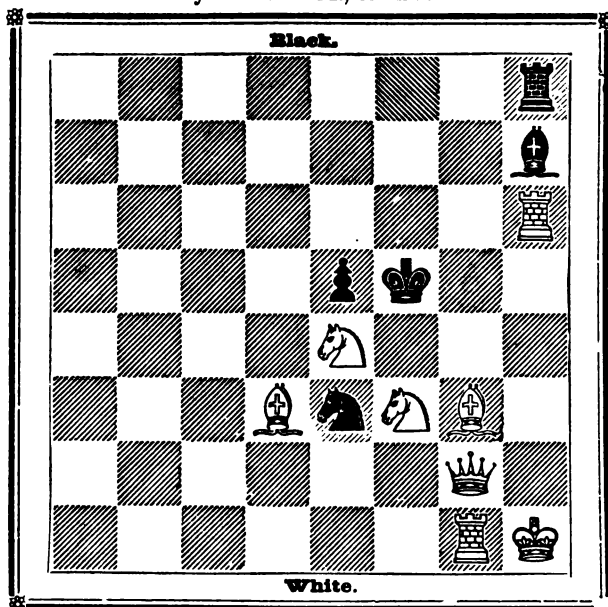
PROBLEM, No. 68.

By Mr. H. B. BULLOCK, of Lynn.



White moving first to Checkmate in four moves.

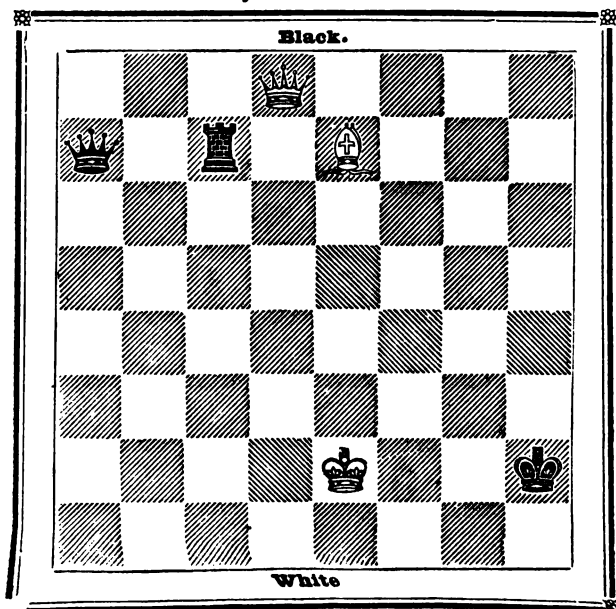
PROBLEM, No. 69.
By E. A. M. M., of India.



White to play first, and compel Black to Checkmate him in seven moves.

PROBLEM, No. 70.

By HERR KLING.



White Mates in eight moves.





